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ELECTRONIC GAMING MONTHLY

TURBO SF 2 VS. MORTAL KOMBAT

EGM RIPS INTO THE TWO HOTTEST GAMES OF THE YEAR - WHICH ONE SCORES A 10?

EGM PREVIEWS

NHL '94
ALADDIN
SONIC CD
MADDEN '94
ACTRAISER 2
PLOK • TMNT 5

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SCREENS
AT EGM!

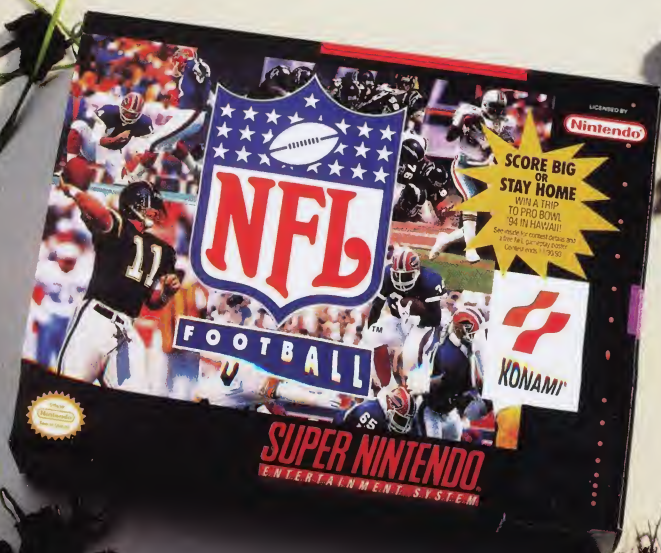
PLUS...
10 PAGES OF
MORTAL KOMBAT
STRATEGY!

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September, 1993
Volume 6, Issue 9



50TH
ISSUE

**YOU'VE
ALWAYS
DREAMED OF
PLAYING
IN THE NFL.**





Wake up and smell the locker room. Konami has sealed your multi-million dollar contract with NFL™ Football for the Super NES®.

High step with the best when you run with the pros.

Find yourself in an arena of giant hulksters running, stiff arming, spinning, bursting, diving and basically trying to rip each other's heads off. In the heat of battle, a fumble could lead to a 60 yard TD run. The running game here is second to none. You can also gain yardage with intricate and challenging passing plays. Master each move with the precision of a pro whether you decide to go

Across the Middle in heavy traffic or run a Post Pattern long.

Stop runaway freight trains with your bare hands.

Commanding the action takes all six buttons on the Super NES controller. Use them to harness the power of these speeding walls of steel. Each athlete moves with smooth accuracy digitized from actual human movement. So with great agility they will carve a tunnel in your torso.



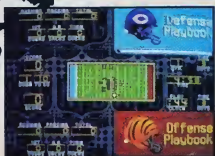
Mode 7. More exposure than the swimsuit issue.

You'll have plenty of camera exposure in the only football game to fully harness the Mode 7 power of your Super NES. The radar Mode 7 coverage zooms in at just the right moment so you don't miss a single bone-crushing play. Not your run-of-the-mill cheap visual thrill.



Fly with official NFL teams and colors.

You own all 28 pro teams armored with their official team colors. Play in the authentic stadiums where the gridiron greets battle. Go from the artificial turf and glaring lights of the Dome to the frozen tundra of Cleveland outdoors. Snow and mud get worse as the game goes on till you're wishing stickem was legal again.



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Grab the controls, make it happen.

Execute your strategy using two playbooks - one standard NFL, the other geared to each team's trademarks. The exclusive Artificial Intelligence feature helps determine the most devastating course of action depending on field position, down, yards-to-go, time remaining, quarter and score. Call your audibles and show the opposition how it goes. Stick a fork in 'em, they're done!



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See game package for details.



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APPLIED FOR ABC MEMBERSHIP.

INSERT COIN

NINTENDO WINS, ACCLAIM LOSES!

It probably comes as no surprise to anyone that none of the graphic violence, gore, and blood found in the arcade version of Mortal Kombat found its way into the Super NES version of the game.

After getting all four versions from Acclaim, the first thing our editors did was look to see how much Acclaim had to change to get their games approved by Sega and Nintendo. At one work station you could hear the 'all right' while on the other side of the room the words were a lot harsher (mostly unfit to print) when they saw how lame most of the finishing moves ended up. It shouldn't be too difficult to guess that Nintendo is playing God again. On the other hand, Sega allowed the cart to be programmed exactly as the arcade version but it will have an MA-13 rating on the game box.

How bad is the Super NES version? Real bad if you are looking for an arcade clone. For example, Sub-Zero now freezes his opponent and the loser shatters into ice cubes! That's sure a far cry from pulling the opponent's head and spine off the body. Most of the other finishing moves are equally as bad.

All of this, of course, has been done to preserve Nintendo's pristine reputation of presenting only wholesome games to its audience. But sorry Nintendo, you can turn the blood into sweat, modify the fatalities, and change a few words in the instruction book, but the bottom line is that no matter how much you 'sanitize' the game, it still involves people killing people, some of them women. And I bet there isn't an 8-year-old in the country that doesn't know the real premise behind this game. Also, come around Christmas time there will be a lot of unsuspecting moms buying this cart for their kids and I'm sure they will have a different impression of the Nintendo Seal of Approval once they hear Johnny yelling 'Kill him!' as he puts the finishing move to his opponent. The fact is that the big 'N' can order the game on the screen changed but the plot is still very real to the players. So what have you accomplished Nintendo? Not a lot, other than make everybody unhappy. The players are upset that they didn't get the 'real' game and the parents won't like the half-hearted changes.

But this is Nintendo. You play by their rules, or not at all. So what is the player to do to show the starched collars at the Big 'N' that they are upset? You could buy the Genesis version to get the real thing, but Nintendo won't care as they already received their money from the game. You could write more letters but they didn't respond to the first write-in campaign. You could switch to the Genesis but then you'll be missing out on all the games that you bought the Super NES for in the first place. Actually when you consider the options, there is nothing you can do, and Nintendo knows it. Any other ideas? Send in your thoughts and we'll devote a couple of the Interface columns to the issue.

On a lighter side, as you page through this issue, you may notice a change in some of our Fact Files. We have been able to improve the quality of the photos that appear in the mag and, by the next issue, all of the pix should be the very best possible. But this is only the beginning. As I write this, Steve is busy at work putting the finishing touches on the redesign of the book and we think you'll be pleasantly surprised at what we have in store for you. Check it out next issue.

Ed Semrad
Editor

PREPARE YOURSELF



RAYDEN



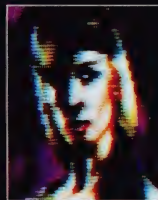
SUB-ZERO



LIU KANG



JOHNNY CAGE



SONYA BLADE



KANO



GORO



SCORPION



MORTAL KOMBAT®

COMING TO LEADING VIDEO GAME SYSTEMS

SEPTEMBER 93



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The SN ProgramPad for Super NES is a force to be reckoned with. Its 30 pre-programmed buttons, including a secret code, give YOU the power to blow your opposition right out of the water.

Imagine possessing the only pad that KNOWS 20 special Street Fighter II™ moves and 9 special Fatal Fury™ moves! That's right, they're already in there,

just waiting for you to punch a button. And if those aren't enough for you, just program 6 of your own power moves to totally crush your enemy. All this plus variable auto-fire & slow motion, 8-way directional control, and an LCD screen! After all, when you're up against sharks, you do what it takes to win.

The SN ProgramPad

- now you can make your own rules.



Dead In The Water.

STD

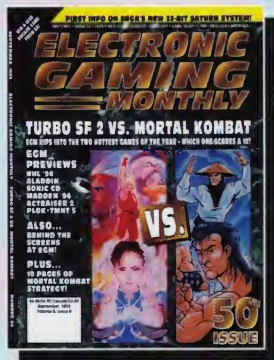
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From Jurassic Park to The Firm, the summer of 1993 is shaping up to be the hottest ever in terms of box office receipts.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Yoshi's Cookie™

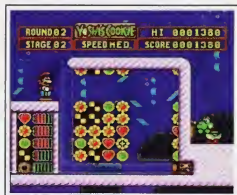
Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!



It's a heapin' helpin' of cookie crunchin' fun!



Challenge a friend or the computer for more munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- ♥ 100 stages, plus bonus rounds.
- 🍪 1 or 2 players, or play against the computer.
- 🍪 Choose to be Mario, Yoshi, the Princess or Bowser.
- 🍪 Extra puzzle game from the creator of Tetris.

It's a snack attack!

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ELECTRONIC GAMING MONTHLY THE BIGGEST AND BEST!!

FACT-FILES

SUPER NES TIMES

130

Our two-page spreads this issue will astound you! Mortal Monday has arrived! Acclaim brings the smash arcade hit Mortal Kombat to your homes... Jump in the hot seat with Namco's Battle Cars... Rid the island of fleas as Plok, the little guy with limbs for weapons! Plus, Boxing Legends of the Ring, Brett Hull Hockey, Mario and Wario, TMNT: Tournament Fighters, Rocky Rodent, Dennis the Menace, Super Off Road: The Baja, F-1 Pole Position and Yoshi's Safari!

OUTPOST SEGA

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You just can't get away from Mortal Mania! Four gore-filled pages of Mortal Kombat for the Genesis are inside this month's EGM! Don't forget to check out the latest escapades of Joe Musashi in Shinobi III. Don your sword and use your athletic abilities in Strider Returns and play a futuristic game of baseball in Super Baseball 2020. Sonic is back! This time he's on CD! We've got the most current news on the progress of Sega's Sonic the Hedgehog CD.

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The ultimate hack-and-slash fighting game is on the Neo•Geo! Samurai Shodown pits twelve warriors in a test of strength.

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The Addams Family is lost within the confines of their spooky mansion in a great 8-Bit version of Pugsley's Scavenger Hunt!

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172

It's back. Mortal Kombat rocks the GameBoy! The epic struggle of good vs. evil continues on the wondrous Final Fantasy Legend III.

SUPER GEAR

178

Yes, it's on this portable system too! Mortal Kombat is making its mark on all the systems. Take it with you wherever you go!



TRADEWEST

PRESENTS

THE

ADVENTURES

OF

PLOK™

LONG AGO, ON THE ENCHANTED ISLE OF AKRILLIC, IN THE LAND OF POLY-ESTA, CHAOS REIGNED. THE MANY STRANGE INHABITANTS FOUGHT CONSTANTLY...

TAKE THAT!

OW! OOOF!

THIS MEANS WAR!

AN OLD WIZARD, PENKINO, GREW WEARY OF THIS UNSAVORY BEHAVIOR AND DECIDED TO TAKE DRASTIC MEASURES.

PENKINO GATHERED HIS MAGICAL HAT, GLOVES AND BOOTS TOGETHER AND CAST THE MOST GNARLY SPELL OVER THEM. SUDDENLY, THEY WERE JOLTED TO LIFE IN A BURST OF ENERGY!

HEY!
THAT TICKLES!

KA-POW!

PUT UP
YER DUKES!

I'LL TEACH YOU
RUFFIANS TO RAISE
SUCH A RUCKUS!

RUFF!

AIEEE!!

ROWLF!?

THE FIRST OF A NOBLE NEW RACE WAS BORN -- A NEW LEADER, DESTINED TO RULE THE LAND IN PEACE AND HARMONY.

I HEREBY
DUB THEE PLOK
THE FIRST!

WHO, ME?

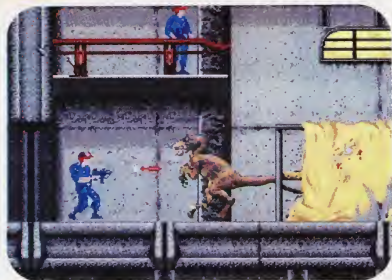
TO HIS DELIGHT, PENKINO SOON DISCOVERED THAT PLOK POSSESSED AMAZING POWERS.

HEY, CHECK
THIS OUT!

THIS IS, LIKE,
WAY COOL!

TO PLOK AND THE WIZARD, THE PEACE OF AKRILLIC SEEMED ASSURED. BUT LITTLE DID THEY KNOW THAT A GRAVE NEW THREAT WAS HATCHING. UNWITTINGLY, PENKINO HAD CREATED YET ANOTHER MUTATION WITH HIS MAGIC SPELL.

YOU SEE, HIS
DOG HAD FLEAS...



YOU CAN BE THE VELOCIRAPTOR.

Only on *Jurassic Park™* from Sega™ can you play the dinosaur as you attempt to escape the armed guards of *Jurassic Park*.



Dinosaur teeth varied in size and shape depending on what the dinosaur ate. *Herbivores* had round, dull teeth for chewing plants. *Carnivores* had sharp, pointed teeth for chewing *Herbivores*. Be careful. To them, you're just a snack.

Welcome to the



At the end of their powerful legs and muscular arms, many dinosaurs were equipped with razor-sharp claws. Ours are no different. And no less dangerous.

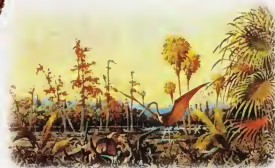
The movie brings them to life. The game invites you to join in.



Try not to end up here. The powerful jaws of the meat-eater *Tyrannosaurus rex*. They had pointed, six-inch-long teeth and really bad breath. Keep out.

IT TOOK 65,000 TO MAKE T

A typical walk in the park 130 million years ago would have looked like this. Ferns, cycads, and other plants were everywhere. Just like the jungle of our game.



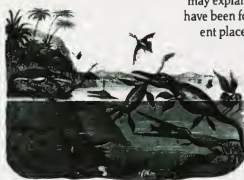
The reptiles that could fly, the *Pterosaurs*. They ruled the sky while the dinosaurs ruled the Earth. Be careful as you move through *Jurassic Park*. You never know when one might drop in.



At one time, all the continents were grouped together forming one supercontinent called *Pangaea*. This may explain why dinosaur fossils have been found in so many different places around the world.



It's still unknown why the dinosaurs disappeared. One theory suggests that a huge asteroid struck the Earth sending dust into the sky and blocking out the Sun. Or maybe they died of boredom; there were no video games back then. What do you think?



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e next level™



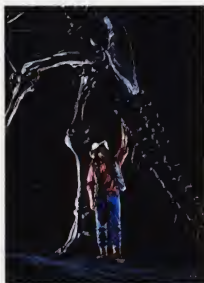
This is Amber. The fossilized resin (sap) of an ancient tree. Have you got something you want to preserve for 65 million years? This is the way to do it.



Imagine: You're walking through the jungle 130 million years ago. Be sure you don't step in this. It's a fossilized dinosaur dropping. Today, they can help scientists reveal clues to a dinosaur's diet and nutrition. (You'll be glad to know, we've left these little land mines out of our Jurassic Park.)



YOU CAN BE DR. GRANT. You can choose to play Dr. Grant as he tries to escape the dinosaurs and treacherous jungles of Jurassic Park.



Bones that have turned to stone and ancient impressions in rocks: Fossils are our best window

to the past. Fortunately, more and more of them are being discovered each year.



Unlike real paleontologists, Dr. Grant uses tranquilizer darts, a stun-gun, flash grenades, gas grenades, super darts and dinosaur bait.



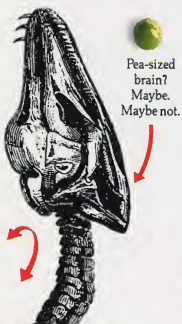
This is the team that designed and created Jurassic Park from Sega. Their task was to produce the best looking, most exciting dinosaur game possible. Nice job.

0,000 YEARS HIS GAME.

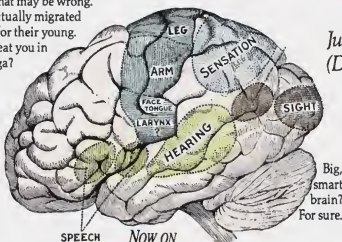


Over the years, humans have developed large, intelligent brains. We can think like no other species ever has. For years, it was thought that dinosaurs were dumb, pea-brained creatures. That may be wrong. We've learned recently that they actually migrated to different areas and even cared for their young.

Are they smart enough to beat you in Jurassic Park from Sega?



Pea-sized brain? Maybe. Big, smart brain? For sure.



**SEGA
GENESIS™**

COMING SOON TO GAME GEAR™ AND SEGA CD™



Identifying fossils is difficult and time consuming. Finding a game in the store is too. For your reference, this is the game box to look for: Jurassic Park from Sega.

Just like in the movie, A dinosaur is a cunning and ferocious adversary. Remember, if you can't beat them, join them. In Jurassic Park from Sega, you can play the dinosaur.



THEY GET SMARTER AS YOU GET BETTER. Jurassic Park from Sega was designed to include D.P.A.™ (Dynamic Play Adjustment.) So as your game skills get sharper, the dinosaurs become harder to outsmart.



INTERFACE

LETTERS TO THE EDITOR

Do you have something to say that might be of some interest to the rest of the gaming world? Why not drop us a line with your burning questions that threaten to rob you of sleep. If we like what you write, we just might print it in these pages. If we don't like your letter, we'll take it and have spitball fights (we can't just let it go to waste). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you understand these rights then write us at: Interface, Letters to the Editor, c/o Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Oh, and don't even think that we'll answer every letter.

CROSS-LICENSING

I have been a true Nintendo customer ever since they began. Now I am infatuated with the Super NES. However, Sega is coming out with some pretty slick games like Cool Spot, Ecco the Dolphin, and Flashback. I want to be able to play these games without losing my loyalty to Nintendo. Are these games ever going to come out on the Super NES system?

Sam Woo E
Bronx, NY



Cool Spot began on the Genesis but now it's moving to the Super NES too!

(Ed. Cross-licensing is a great way to get the games out to everyone. As to your questions, Sam, yes, Cool Spot will be ported over to the Super NES with Virgin releasing it. Flashback from U.S. Gold will also make it to the Super NES. Ecco unfortunately cannot go the Super NES because Sega holds the rights to it. It's not uncommon for game companies to cross-license a game if they are a licensee to a parent group like Sega or Nintendo.)

FALSE MASTERPIECES?

First of all, I have to say that I love EGM. I really love the little section in the Letters pages called Envelope Art but there is one problem. People are beginning to copy other peoples' art work. In the March 1993 issue, there was a letter drawn by Benjamin Rogue where Wile E. Coyote was running over Sonic with a steamroller while the Road Runner was racing ahead. Four months later, I saw the same picture in the July 1993 issue of GamePro. I know who copied who because the GamePro issue was a later date than EGM. I hope to see that this copying of letter art doesn't continue.

Aaron Holmgren
Duluth, MN



Benjamin Rogue's letter art is the first instance of letter art copying.

(Ed. While it really can't be helped that the artists may copy from each other, this is one of those rare cases that a copy may have slipped by. In any case, Aaron, you could feel proud that another reader enjoyed your work enough to copy the idea and send it in, or feel cheated out of an original piece. Perhaps checking could have helped, though.)

WHAT'S WITH MARIO?

Why are you guys so excited about Nintendo's new Super Mario All-Stars? I can't see why I or anyone else would want to fork out more money for just graphic and sound enhancements to an already good game. What's the point if the levels are exactly the same?

Douglas Bettin
Austin, TX



A new level 9 has been added to The Lost Levels in Super Mario All-Stars.

(Ed. To tell you the truth Douglas, not all of the levels are exactly the same. The second game on Super Mario All-Stars, The Lost Levels, is actually the real Super Mario Bros. 2 that was released only in Japan. This game went through the same graphic and sound changes but the programmers have put in a few new levels. After you save the princess, levels A,B,C and D become playable. There is another trick too! To access level 9, you must completely beat every level including the Bowsters, never warp, and never save the game!)

So What if Pocky and Rocky is a goofy name for a game, featuring two characters who've never been on TV.

The Press Loves It!!

"This game is an absolute blast to play! What other great action game can you find where you can block any attack the enemy throws at you!" (Guy)
 "Pocky & Rocky is one of the best carts that I've played in a long time." (Dude)
 Super NES Buyer's Guide (March 1993)

"At last, here's a fast-paced, two-player, arcade-style action/adventure game for the Super NES that hits you hard with a horde of evil beings and with no slowdown in sight. Pocky & Rocky by Natsume packs great blast-em-up action."
 GamePro Magazine (March 1993)

"Don't let its timid name fool you. Pocky & Rocky is packed with action and non-stop fun."
 GamePlayer's Magazine (May 1993)

"Natsume's second Super NES title may be one of the hidden gems of the year. It features beautiful graphics and lots of playability."
 Nintendo Power (March 1993)

"Adorable! A true rarity! This awesome duo is the freshest thing to hit the Super NES in a long time!"
 Electronic Gaming Monthly (July 1993)

"This game is awesome!"
 Electronic Gaming Monthly (February 1993)



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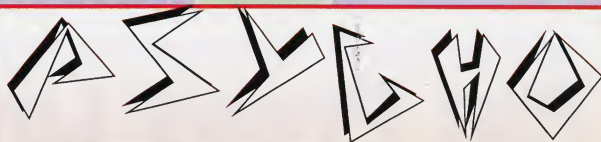
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INTERNATIONAL OUTLOOK

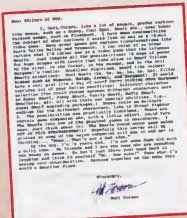
My friends and I have been counting how many foreign games you put in your magazine, which adds up to a lot. We're wondering why you guys put these games and software in the magazine when most of it will never come to the United States. For example, you drew everyone's attention to the Japanese Mega-CD. In the following issues, you put in lots of info and games such as Detonator Organ and Dark Wizard. You go on and on about its features, price and more games, and then suddenly the Mega-CD is not compatible with the American Genesis. I'm wondering why you published that so-called information when you didn't have the exact details on it. Now there's this Ranma 1/2 thing. You feature it for the Super Famicom and Mega-CD, but did you forget that it was not coming to the U.S.? We here in Hawaii can easily get these games so we know all about them but why did you bother to write about it when most people can't get the Japanese versions of these games at a local store?

Lester Natividad
Kahului, HI

(Ed. The reasoning behind our extensive International Outlook coverage is obviously because that is where the strong majority of the video games come from. When we broke the news on the Mega-CD system, the information came from Japanese sources close to the industry. The news was so early that Sega of America was still contemplating whether the Mega-CD would be compatible with the American Genesis at press time. The games we showcase in International Outlook are the current projects being developed in Japan that are really exciting. Many of the games do happen to make it to the States when agreements are made between the Japanese and American companies. Ranma 1/2 is one of those games that may not make it to the States, but was shown anyway because it's very well known and can appeal to Anime and fighting game fans.)



LETTER OF THE MONTH!



I, Matt Corson, like a lot of people, prefer cartoon-like games such as Bubsy, Cool Spot, Sonic, etc., over human-related games, such as Flashback. I have been contemplating the subject of what cartoons I would like to see as a 16-Bit video game. Many great games are cartoon transformations like Death Valley Rally and Taz-Mania. I can think of no other cartoon I would like to see as a video game more than the Smurfs. Just imagine all the possibilities! Sixteen Megs of power for huge stages with levels that take place in the Smurf Village by the river, in the forest, in the swamps and in the evil Gargamel's castle! Cool Music (La, La, La, La, La, La), killer bosses such as Bignose, Helga, Azrael, and

Gargamel! It could have a cool plot like a day of Smurf berry picking when Gargamel suddenly captures your fellow Smurflings! Different character selection such as Baker Smurf, Jokey Smurf, Vanity Smurf, Hefty Smurf, and even Smurfette with all their special abilities like Jokey's exploding packages. There are certain game companies, who with little effort, could turn The Smurfs into one of the greatest games in existence. Just think about it! The Smurfs could shoot game sales OUT OF THIS STRATOSPHERE!!! Hopefully this letter will get printed so some of the major companies will see it and get to thinking... 'Hmmm... that's not a bad idea.' By the way, I'm 16 years old, not some dumb kid with a silly idea. My friends and I are the ones who are spending the money on games. So don't throw your head back in laughter and think to yourself Oh, how cute! Take what I'm saying into consideration because together we can make this world a Smurfier place.

Um... yea. I bet you still play with dolls too.

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MIDWAY SCORES AGAIN!

I would like to know when or if the hit arcade game, NBA Jam, is coming to a home system. I figure that it would be coming to a system because Midway is the company that produces it and their awesome Mortal Kombat is coming to the major home systems.

Steven Wagner
Lawrenceville, GA

I love Midway's arcade game, NBA Jam. I was wondering if Acclaim was thinking about bringing it to a home system since I have heard they have the rights to Midway's line of games.

Brent Tanaka
Campbell, CA

(Ed. Good news! Acclaim is planning to release the incredible NBA Jam for the home market. Acclaim will release it for the Super NES and GameBoy while Arena will release it for the Game Gear and Genesis. There is no final word on when the release date is scheduled, but when we know, you'll know.)



Acclaim pulls through with an excellent translation of Midway's NBA Jam!

WHO'S WAITING IN THE WINGS TO ASTOUND YOU?

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LYNX LIVES!

Upon reading last month's issue, I came across something that I didn't understand. In the Letters section, you answered Bryant Clauson's question about the Lynx's fate by telling him not to give up hope because there are several games coming out soon, yet I didn't see one Lynx game in the whole issue. Now that I think about it, there weren't any Lynx games in the past eight or nine issues. Don't say that Atari isn't giving you anything to review when there's a developing group on the other side of Lombard hard at work developing new games. I don't see why you had to stop doing your one page a month on the Lynx.

Jerry Majewski
Hanover Park, IL

In the past few issues, I've come to think that you've given up on the Lynx. Although the lack of software is quite apparent, I still go to my favorite software store with hopes of finding something new. When you mentioned that more software was being developed, you never said when it would be released or if you would show it in your magazine. I just hope the Lynx isn't gone for good because I really enjoy what the Lynx can do.

Rick Schneider
Cedarville, MI

(Ed. As we've said before, the Lynx is not dead, nor does it show any positive signs of being completely phased out. There are a handful of companies still producing games for the unit and the only reason we haven't shown any Lynx games since the February '93 issue can be traced back to Atari themselves. You see, the only way we can take pictures of Lynx games is with the help of a 'Black Box.' In September, Atari officially closed their Lombard offices and moved out to Silicon Valley in California, taking our 'Black Box' with them. Until Atari gets around to returning the 'Black Box' to the EGM offices, the chances of seeing another Lynx Fact File seem pretty slim.)

EGM ENVELOPE ART!

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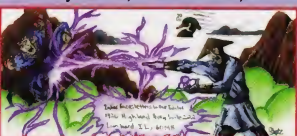
Mike Varbero, New Fairfield, CT



Matthew Parker, Ft. Smith, AZ



Tracy Lesch, Lake Geneva, WI



Wayne Stuntz, Austin, TX



Justin Staples, Milwaukee, WI



Jen Seng, Westborough, MA



Felipe Cano, Manteca, CA

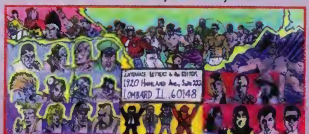
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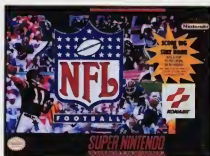
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REVIEW CREW

STEVE HARRIS



Celebrating the 50th issue of EGM with beef jerky, a cold can of 'Dew and two of his favorite carts is the Boss's agenda.
Current Favorite Games: SF2 Turbo; SMB All-Stars

ED SEMRAD



Not quite accustomed to married life yet, Ed's grumbling because he misses those greasy nights of pizza and SMB AS.
Current Favorite Games: SMB All-Stars, Clay Fighter

MARTIN ALESSI



Being the first to get a copy of SF2 TE, he keeps getting bugged by the other editors to borrow it. His will might bend for Pap's Cafe.
Current Favorite Games: ActRaiser 2; SF2 Turbo

SUSHI - X



Funny as it seems, Sushi is not very good with chopsticks and likes his food cooked. Pretzels are a must for late nights of SF2 TE.
Current Favorite Games: SF2 Turbo, Samurai Shodown

Super NES

Capcom

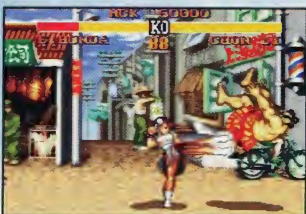
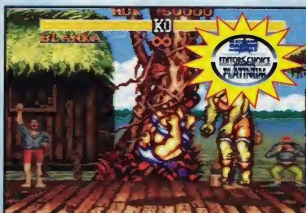
Street Fighter 2 Turbo

Fighting

Now

12 Levels

20 Meg



If there is a game to outdo Street Fighter II, it is definitely the awesome Street Fighter II Turbo Edition! Packed with all the new moves of the smash arcade hit, this new cart will prove to be more than enough challenge for even the most seasoned SF2 player.

From Dhalsim's disappearing act to Chun Li's new fireball there is a new slate of strategies involved. This time around the presentation speed is more than twice as fast. For those moderate players, there is an option of playing a normal mode or the Turbo mode with four progressive speeds. Also included in this version is the Champion Edition.

S This is the best fighter for the Super NES to date! This cart is absolutely unreal - this is the home fighting game to be reckoned with for the 16-Bit system! Tons of options, super speed, ability to play as bosses, and absolutely killer stereo sound effects make this the rarest of things: the perfect fighting game! Great one Capcom!

M Reserve it, wait for it, then keep your eyes on it because this may be the hottest home game ever released! This cart is a vast improvement over the original, sporting improved graphics, animation and killer stereo sounds. A few minor details and the stacked barrel bonus are still missing. The closest to perfect I've seen.

E I didn't think the first Street Fighter II could be topped but what a surprise this one is! The first improvement is the incredible speed and new attacks that can be accomplished. Don't think that the combos for the old one will work because the computer isn't stupid anymore. The best fighting game just got better.

S For those of you who wonder why you should have another Street Fighter II game, let me tell you, this is no ordinary cart! With all the missing animations back in place, new sounds, two games in one, and adjustable speed settings, SF2 TE wipes the floor with the competition! It's faster than the arcade! Shoryuken!!!

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your friend's house without getting
called a cheat. So keep your eyes
open for the new asciiPad SG-6 and
Fighter Stick SG-6. They're hot, they're
new—and hey, they're already a hit.

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Electrobrain is bringing the knock-out cart *Boxing Legends of the Ring* to the Super NES!

B.L.O.T.R. has three modes of play including Career, Exhibition and Legends of the Ring. In the Career mode, you can create a boxing legend of your own. Select his look, name, style of fighting and energy allotted to each punch. Familiarize yourself with the types of moves used throughout the cart to win.

Rather than having a *Street Fighter* side-view perspective boxing game, you almost get a first-person view with this one. The result is a mixed game: the sound effects are very good, but the movements are choppy and sometimes unresponsive. Still, this is a good attempt at recreating a difficult atmospheric sport.

This is one of the better boxing games to come along in a while. The music is really impressive and the wide array of options is a nice feature. The graphics are very realistic and are complemented by the smooth animation. The only drawback would be that the control is less than precise and takes a long time to get used to.

I'm not a big fan of boxing, but if I were, I'd think this is just an okay cart. Although the music and digitized sound effects are first-rate, other elements of the game need a little work. The play control is pretty hard to get used to and the fighting animation is a bit on the c-h-o-p-p-y side. This could've had a chance 3 years ago.

Hard-core boxing fans may thrill to find all the pros in this new boxing cart but most fighting fans will find the controls too awkward. The first-person perspective is done rather well and the sound support is decent but what is a fighting game without precise control? A little tweaking would've gone a long way. Looks good though.



What's round, cute and red all over? Why, Cool Spot of course! Virgin's witty dot character is bouncing his way over to the Super NES.

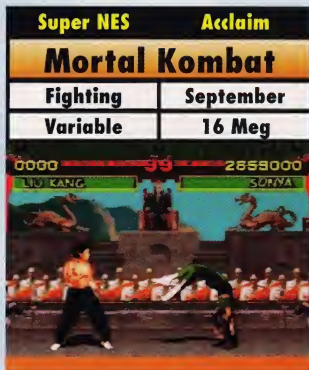
Spot's bubbly friends are missing in action. Mr. Cool himself is the only one that can save them. Help our shaded hero find them. Send a blast of soapy suds at your foes to knock them off their feet for a while. Grab various icons from the beach to keep your health meter happy.

Just when you thought the Genesis version was the best it could get, here comes the Super NES version which outdoes its Sega counterpart! The multi-directional firing and improved graphics just add to the overall fun. The only problem: the whole "Spot thing" is beginning to wear thin. Still, it's a good game!

While the Genesis version was spectacular, the Super NES version improves upon the only flaw with the Sega edition - the choppy scrolling. With this repaired, Cool Spot is now an even better game with new features in the background and music that really sets the pace. Spot is really the coolest dot around.

Oh yeah, baby! Spot is back and the Super NES version is even better than the Genesis one. What makes this better is the enhanced game play, more colorful graphics, and excellent music and sound. You can even shoot in any of eight directions while in place. There is also more animation. This is cool, Cool, COOL!

That little red spot is just too cool. This cart is loaded with colorful backgrounds and excellent animation. There is also a jamming soundtrack for each level to keep your foot stomping. Levels are large and loaded with the classy humor and attitude you've come to love. Add good control and you've got a winner.



Straight from the arcade comes Acclaim's *Mortal Kombat*. Everyone has been anxiously waiting for this tough translation. How did the big N get around the blood and guts that was so pronounced in this game? With some clever programming and slight of hand (er...eye) they managed to retain both the look and feel without exploiting the blood and gore. An excellent reproduction in both looks and sounds.

Let's face it - the only thing this game really had going for it was the blood and fatalities. It's no SF2, but it is an interesting variation on the fighting game scene. Acclaim deserves a lot of credit for producing an almost perfect translation of the arcade version, but failing to retain the key elements (blood) hurts the effect.

While it may be hard to compete with other fighting games, *Mortal Kombat* really holds its own. The backgrounds are beautifully drawn, the music is terrific and every sound effect is heard. The crisp, digitized effect is extremely well done with very impressive play control. However, there's still something missing...

Okay big 'N, lets get this straight. You think it's okay to beat someone up as long as they don't bleed? Some fatalities have even been toned down. Besides these little inconveniences, this is the best looking translation of MK. The graphics and digitized voices are virtually identical to the arcade. The game play is fun but not SF2.

What can you say when you're going up against SF2 TE? They did an excellent job of reproducing the digitized graphics and sampled sounds. The main problem for fans is "Where's the blood?" They managed to get around it some but it weakened this version. Also, it doesn't have quite the same feel and technique.

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If you were a monkey, just hangin' out in the jungle with your chimp-chick, and a magic ruby fell out of the sky and zapped you both, turning you into half-humans, and a demon-kid swooped down and made off with your girl — what would you do? You'd high-tail it after them and stop at nothing to save her, that's what — 'cause you're Congo, the monkey-turned-superkid, and only you can uphold the law of the jungle! But it's more than a jungle out there — your search for little Congette will take you from ghost towns to pirate ships to ninja castles to the belly of a Tyrannosaurus. This is no time for a banana-break — you'd better get down to monkey business!



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SUPER NINTENDO
entertainment



Super NES

Irem

Rocky Rodent

Action

September

6 Levels

8 Meg



The latest whizzin' whirlwind critter for the Super NES! This one can get in some hair-raising situations - literally! Not only can Rocky Rodent quickly run and jump, but he can use a variety of hair styles for attacks! These include a whip-like ponytail, a boomerang mohawk, a sword spikey top and even a giant spring! See if Rocky can rescue the restaurant owner's daughter so Rocky can have all he can eat! Hair-raising!

Despite the appearance of another Sonic rip-off, Rocky Rodent comes off remarkably well! Rocky has style and character - especially with his many hair styles that can be used as weapons! Despite some rather difficult levels, Rocky's many techniques and "weapons" can be mastered with practice. Just love Rocky's yell!

Quite a surprise! Rocky Rodent looked like a standard fair side scroller but once you play, you realize just how much technique really is involved. Sporting all kinds of kooky hair styles gives you a variety of choices to get you through the long and sometimes difficult levels. Just don't let his flapping tongue scare you.

Attacking enemies with different kinds of hair styles might sound pretty stupid, but once you get into the game, you'll realize it actually is pretty decent. So what if it's a Sonic clone, the super huge levels are welcome and the graphics and sound are fantastic. Give credit to Irem for coming out with an exceptional game. Cool hair.

These Sonic rip-offs are really getting cranked out. Sure the character is weird and the hairdo power-ups are original, but there aren't enough extra items or hidden areas to compete with the biggies. The levels can get really hard, especially once you lose your hair with one hit. It's a fun game to play but it's no Sonic or Mario.

Super NES

Nintendo

Super Mario All-Stars

Action

Now

N/A

16 Meg



A four-in-one deal! Those of you who couldn't get enough of the one Mario game available for the Super NES system and are dying for more, this is the game to get! Not only do you get Super Mario Bros. 1, 2, and 3, but you also get a fourth game that was never released for the 8-Bit system in the U.S.! Guide Mario or Luigi to rescue the Princess and defeat the evil ruler of the Dream Factory in this must-get compilation!

Amazing! This four-in-one cart will keep fans occupied for hours if not days! This is a must-have for anyone with a Super NES! Everything is here, even the glitches and secret levels! The 16-Bit conversion, graphically, is fantastic, and the stereo sound enhances the overall effect. My favorite is Dream Factory!

Save the princess all over again! All-Stars is a masterpiece from beginning to end. Although it really is nothing new. All-Stars blows the roof off the fun factor! Four fun games with enhanced graphics and music is just too much. The best part is that all those wonderful secrets have been left in. Ditch those old 8-Bit versions for this one!

Too awesome! As a big Mario fan, you can't say enough good things about this cart. The old 8-Bit Marios were great, but converting them to the Super NES has made them even better. The graphics and sound have improved and it plays just as good. The Japanese version of SMB 2 that never came to the U.S. is my favorite!

You just can't go wrong when you start with Mario, not to mention when there are four games in one. These 16-Bit versions look fantastic and play just like all the originals. All the secret tricks and tactics are faithfully reproduced. Mario maniacs of all ages can get into this jam-packed cart of Super NES at its best.

Super NES

Tradewest

Super Off Road: The Baja

Driving

September

3 Levels

8 Meg



Tradewest is speeding into the Super NES with their new blowout Super Off Road: The Baja.

Begin the race by selecting your vehicle color, one or two players, level of difficulty, and racecourse. The circuits are grouped according to their complexity. After whizzing around the track, stop by the pit to purchase a few items like nitros, shocks, tires, lights and even modified engines. Start your engines!

The Baja suffers from one fatal flaw that can basically kill any racing game: it is choppy. The scrolling of the road as it comes toward you doesn't flow the way it should, and the steering and maneuvering of your vehicle is a bit clumsy. Still, there are enough options to keep racing fans happy, I was just expecting more.

Wow! Super Off Road: The Baja makes the old Super Off Road look like a kiddie race! The perspective is a welcomed change from the usual, overused views. With a plethora of racing options and the ability to hop up the trucks is a real kick. Hitting the spectators seems a bit harsh but it's a fun way to release some steam.

Choppy, choppy, bad, bad! It's kind of hard to drive across a desert when you steer one way and then you're off the road because the scrolling was a bit, uh, choppy. With that aside, the many racing options and great soundtrack are welcomed. The Mode 7 reaches a new level of realism. Watch out for that ATV! Ahhh!

Admittedly the graphics do look a bit pixelated but the view is a refreshing change for a racing game. Control is a bit bumpy but is aided by the top button steering. The actual racing is decent but the off roading and hitting the spectators is really more fun. The graphics and scrolling are good but it could use more technique.

2 PLAYERS 2 SCREENS 2 COOL!



Are you ready for a reckless race that's like nothing you've ever experienced? DASHIN' DESPERADOES pits you against a friend or the computer in a split-screen speed contest that puts a whole new perspective on "getting ahead!"

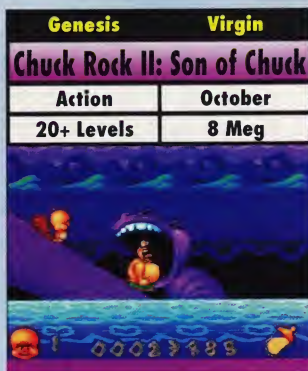
Will and Rick were best buds until Jenny came to town. They've been rivals ever since — and now Jenny's dad has given her a trip around the world for her birthday. Will and Rick are both determined to go along as her bodyguard, and they'll do anything to top each other!



From the deserts of the Southwest to the icebergs of the Arctic, through shark-infested seas and haunted ruins, you'll need your fastest footwork, your wits, and a few handy bombs to keep Jenny safe and sound — and to leave your opponent in the dust! So you'd better get dashin', desperadoes — and may the coolest cowdude win!



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Chuck Rock is showing off his bouncing baby boy in Chuck Rock II: Son of Chuck for the Genesis.

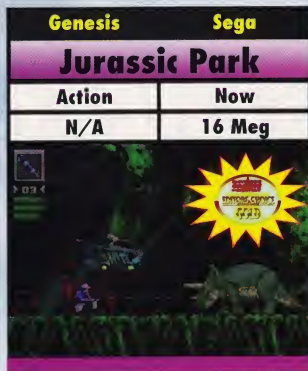
Virgin's new arrival must brave the wilds of a prehistoric land with only his club to protect him. He can also scare enemies away with his piercing temper tantrums! Along the way a triceratops and an ostrich will give baby Chuck a lift through the more difficult levels. If he's a good boy, he'll get to play in the bonus levels.

Not being the greatest fan of Chuck Rock, Son of Chuck really surprised me: the graphics (especially the scaling and rotation in some of the effects) are some of the best for the system! The animations of little Chuck are cute, but in the end the whole effect becomes repetitious. Great bosses and sound effects, though.

The original Chuck Rock was rather fun, but this one really takes the cake. I've never seen special effects like these on the Genesis. While it may be simulated scaling and rotation, the effect is fantastic! The club-wielding baby may be an unlikely hero, but he's cool. It's more fun than a barrel of brontosaurus!

Son of Chuck is so cute and adorable, you'll want to grab him and hug him. Game play is great with his funny club attack. The game features excellent animation and sound and the scaling and rotation on some levels actually look better than some Super NES effects. Lots of cute dinosaurs, too! A solid sequel.

Prehistoric power strikes again with an unlikely hero, Son of Chuck. The little guy is adorable and so are the well drawn cartoon-style backdrops and other critters. With the same look and a better feel than Chuck Rock, this is a great sequel. The bonus rounds add to the appeal. The action may become repetitive but it's fun!



Jurassic Park is roaring onto the Genesis with the help of the paleontologists at Sega!

Dinosaurs are on the loose and everyone at JP is in danger. You may play as Dr. Grant or as a cunning Raptor. The doctor uses several weapons like darts, shock guns, and bombs to fend off the dinosaurs. While, as the Raptor, you will try to escape the island biting and pushing your way through the jungle!

Like the blockbuster movie, this game is BIG! This 16-Meg monster takes a lot to play - patience and mastering of quite a few techniques, but it is well worth it. The best aspect is being able to play as the Raptor! Turning the tables on your would-be captors (usually by pouncing on them and chomping them down) is a blast!

What do you get when you mix dinosaurs and Flashback? A very impressive game from Sega, that's what. The graphics are wild and the dinosaur animation will thrill your senses. The option of playing as the Raptor or Dr. Grant open new gaming possibilities that should be used more. Another movie-based game that's a hit.

This is another dinosaur game that's very good. Saving the Island from dinosaurs on the loose with Dr. Grant is cool, but being the Raptor is an excellent twist. The levels are huge with many tough dinos to kill. The digitized dino sounds are very impressive as are the graphics. This game will appeal to fans of the JP book.

This cart has a lot to offer. You can play as Dr. Grant or the Raptor depending on who you sympathize with. The levels take a bit of getting used to and the game play can be quite challenging, but the detailed graphics and multitude of levels will be worth it. The sounds are average but the dual roles make for excellent action.



Codemasters are making their video game debut with Micro Machines for the Genesis.

Micro has sports cars, Formula One, power boats, combat tanks, helicopters, and dune buggies racing on mini-courses...like a bedroom floor! There are 27 courses ranging from a breakfast table to a bathtub. Watch out for traps like the whirlpool plug hole and a puddle of syrup! Small circuits, huge excitement!

This is a great two-player racing game! The plot is very clever and some of the racing areas will really make you laugh. The control is a little too touchy, but you get used to it with repeat playings. The variety of racers is also a big plus - although I'm not exactly sure what their strengths and weaknesses are.

While the name is Micro Machines, the game is big in fun! The tracks are very creative and set in some unusual places like pool tables, outside gardens, and the breakfast table. The game really is best when two or more players compete for bragging rights. The one problem is that it just doesn't look like a 16-Bit game.

This is one of the most original games I've ever played. Racing on a breakfast table and other areas of the house makes for one fun game. MM has great play control, but depends much on which racer you pick. The graphics and sound could be improved, but the game play and fun make up for it. Good show Codemasters!

The big plus to this micro game is the unique tracks. There are plenty of creative and humorous racing areas. Graphically the cars are nothing special but the backgrounds keep your eyes busy. Meanwhile your hands will easily get used to the control. Those who like the 8-Bit version will love this 16-Bit cart.

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A Hostile land.
A Deadly secret.

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Genesis	Arena
Mortal Kombat	
Fighting	September
Variable	N/A

Mortal Monday is coming soon! Acclaim's monster arcade hit Mortal Kombat will be exploding onto the Genesis with a bang!

Live all the danger and excitement of your favorite characters in your living room with this version. Each character from the smash arcade game is present in this cart. Fight to the death to earn the title of the new Grand Champion. The Pit may not have blood, but it still means death!

Mortal Kombat shows the advantage of the Genesis system over the Super NES: it can show blood, and the blood code makes Kombat closer to the arcade than its Super NES counterpart. However, the voices could use some work, and unless you have the new 6-button controller, using START to block will drive you nuts!

Mortal Kombat for the Genesis naturally shows the one thing the Nintendo version doesn't - blood. The blood does make a difference for some people but it doesn't make the game. The control is pretty good but the lack of sound effects really hurts it. The 6-button controller will definitely make your life easier.

Hey, look! Blood! Mortal Kombat remains faithful having the arcade blood, but only with a code. I can live with that. This version is closer to the arcade in game play than the Super NES, but falls short on graphics and sound where some voices are missing. Playing with the 3-button controller is a pain so buy a 6-button one.

While the graphics and sounds aren't quite up to par with the Super NES version, this cart manages to shine in the game play. This one has a better feel and seems closer to the arcade's timing and style. Also, the blood is back with an option to turn off the gore. Better get the new controller, or you won't go very far.

Genesis	Sega
Shinobi III	
Action	September
7 Levels	8 Meg

The Neo-Zeed crime organization is back in "business" in Shinobi III from Sega. Shinobi must take up the sword after promising never to do it again! This time the most popular ninja warrior for the Genesis has some new moves - like a diving knee attack to subdue foes! He also rides a horse and jet ski, not to mention battles some of the most heinous bosses ever conceived for the Genesis! Third time's a charm!

Shinobi is back for a fourth time and he is an all-out winner. This time with more moves, more weapons and flawless control, Shinobi becomes the best game for the Genesis in a long, long time! The horseback and jet ski riding are fantastic and the bosses couldn't be better! One problem, though: it ends too soon.

Sega has done it again. Shinobi III is a fantastic game! The graphics are really improved with more background emphasis and the addition of the riding sequences make the trip worthwhile. Shinobi III is even loaded with more technique than before. Just wait until you see some of these bosses. Whew!

The third Shinobi game is by far the best in the series. This title has major improvements over the previous three. The game play is fantastic with his new attacks and killer magic, all requiring some technique. This game is loaded with huge bosses, some with cool wailing effects to make it look more real. Great tunes are a bonus!

The previous versions of Shinobi were great and this one is even better. The response is excellent and the graphics are intense. The techniques are challenging and fun to master. The riding scenes are a nice touch and the bosses are top-notch. This is definitely one of the best Genesis carts I've seen in a while.

Genesis	Electronic Arts
Super Baseball 2020	
Sports	September
N/A	8 Meg

Baseball bots are 'bout! Electronic Arts has brought Super Baseball 2020 to the Super NES for some good old American fun!

There are two leagues each containing six teams a piece. All of the teams excel in some aspect of the game. The robots may be more fun to watch, but the really strong players are humans; a human with armor is nearly invincible! Make a good play to win money.

This is an interesting variation on the old sports scene that is sometimes successful and sometimes not. Graphically, it's excellent with very fluid movements and excellent voice digitization. However, the game is very difficult, and it isn't very easy to execute the plays! Baseball fans will probably find interest in this.

Good job, EA! This is probably the closest translation from the Neo-Geo version yet. The graphics are very clean and the animation isn't too shabby either. The game plays a bit differently because it's harder to hit a home run, but the robotic players don't have much of a problem with this. A good change of pace for baseball fans.

Like most NG translations, Super Baseball 2020 turns out to be an average game. The graphics have remained basically the same (lacking some detail) and some of the sound is still intact. The game play is alright, but suffers when you try to rob a home run. It's almost impossible to time a high jump and catch it.

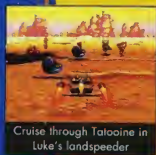
This has a neat twist on the old baseball theme. The idea of robots and power-up options are a nice touch. However, the graphics are nothing special. The outfield characters could use a bit more detail but the sound is decent. The plays are a little difficult at first, but once you get accustomed to them it plays okay.

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Blast your way through Jawa territory and into a bar room brawl at Mos Eisley Spaceport. Evade lethal storm troopers tenacious alien forms, and and challenge the Lord of the Dark Side himself, Darth Vader.

All this, plus the incredibly intense 3-D graphics, music and sound effects that you would expect on the Super NES and demand from the people who brought you this classic movie saga. So grab your blaster, strap on your light saber and take on the Evil Empire in your quest for galactic freedom!

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Samurai Shodown is storming the NeoGeo. SNK has put together a great new fighting game.

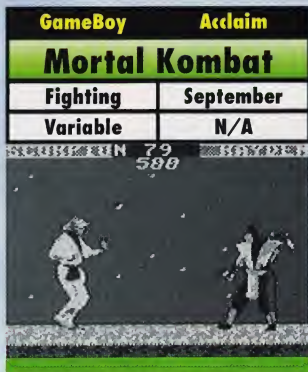
Samurai Shodown features radical scaling similar to the classic Art of Fighting. Twelve fighters packed with special moves battle each other to accomplish their personal goals. Go head-to-head with a friend in the two-player mode or challenge the computer in a match against all odds! It's every man for himself!

Wow! Look out! This game is absolutely fantastic! On the heels of the impressive World Heroes 2 here comes another fighting game! The characters are very appealing, and their moves are easy to execute and are very devastating! The way the fight scrolls at you at times was very well done with superb sound! Yes!

Hold onto your hats boys and girls! Samurai Shodown is a graphic masterpiece that cannot be rivaled. The combination of stunning graphics and a killer soundtrack along with powerful moves and techniques is intense. The one drawback is the zooming feature that really plays with your mind. A definite must-buy!

Forget Fatal Fury 2 and World Heroes 2. Samurai Shodown has arrived. The graphics are better than any other fighting game for the NEOGEO with superb sound effects and voices. The many characters to fight with have some of most creative attacks. You can also lose your weapons and gain them back. Awesome!

NeoGeo is fast becoming the fighting game king. The key to their success is the creativity of the moves and characters. In Samurai Shodown it captures the mystic and fighting styles of ancient Japan. The moves are easy to perform and of course the graphics and sounds are arcade quality; just lose the scrolling!



Yes it's Mortal Kombat time once again! Acclaim has bombarded the video game market with this grisly game. So let's get down and dirty one more time!

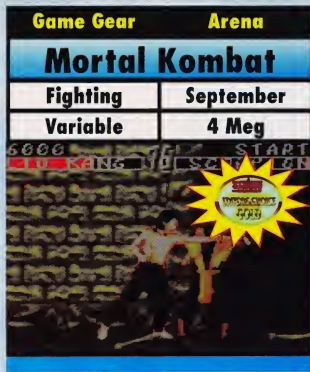
This version is very similar to the arcade hit! All of the cool moves are present so you can battle your way to title of grand champion. The only difference is Johnny Cage and the Reptile are missing. This version rocks just like the arcade!

One thing a fighting game must have is concise controls - without it the game becomes incredibly frustrating. That is the case here with MK for the GameBoy: the graphics are great considering it's a portable system, but the controls are so sluggish and unresponsive, the whole thing became very annoying.

What we have here is a good game doomed by incredibly slow controls and choppy animation. The graphics are very good, even on the GameBoy, but trying to perform special attacks and the finishing moves becomes a veritable chore. The music tunes are repetitive as well. This one could have been better.

Cool, was that blood? Maybe it was sweat. I can't tell because the darn screen is black & white. This is the wrong game for this format. The graphics are, well, decent for the small GB screen. The game play really needs work and the moves are frustrating and a pain to perform. Maybe it's me but this is just wrong.

Mortal Kombat is a complex game and to try to capture the sights and playability of it in a portable game is very tough. The controls are completely sluggish and make the game frustrating and annoying. Don't look for the graphics to save it; it's still GameBoy green. This just isn't a good game for the GameBoy!



Mortal Kombat is debuting all over the place Monday, September 13.

Acclaim has designed a cart for the Game Gear to be released in tandem with the rest of the versions. The GG cart includes all of the moves and characters (omitting only Kano) that the arcade smash has. Choose any of the players to do combat against the computer. Brush up on your MK moves and get set for some unbridled action!

Now this is more like it! Hard to believe the graphics for the Game Gear could look this good! The control is a head-and-shoulders above the GameBoy version - they were very responsive which made this an incredibly fun game! The only problem was having to use START to block, but you can't have everything!

I never thought the Game Gear could produce graphics like this before! Every pixel is nearly perfect and the characters are really huge. The backgrounds are also filled with detail like never before. Although the characters move kinda choppy, the controls are very good and the blood code is a nice addition too.

This is how a portable version of MK should be. Blood and all. The code must be put in, but what the hey, it's still cool. The game play is also very responsive and the action is set at a decent pace. The graphics are great and even the animation is impressive. Even though it's on the GG this is one of my fave translations.

Wow! This is a superb translation for a hand-held. The graphics look almost like a 16-Bit system and the sounds are decent as well. The START button is a little tricky to use as a block, but it still plays well. At first the game play is a bit slow, but once you become accustomed to it, it's a great portable fighting game.

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Racing Absolute

Mortal Kombat

Fighting Acclaim



Battle Blaze

Fighting American Sammy



Football Fury

Action American Sammy

Super Widget

Action Attus

Dashin' Desperadoes

Action Data East

Boxing Legends of the Ring

Sports Electrobrain

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RPG Enix

Dig 'N Spike Volleyball

Sports Hudson Soft

Super Bomberman

Action Hudson Soft

Rocky Rodent

Action Irem



Operation: Logic Bomb

Action Jaleco

Tuff-E-Nuff

Fighting Jaleco

Utopia

Action Jaleco

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Zombies Ate My Neighbors

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Sports Illustrated Football/Baseball

Sports THQ

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Action THQ

Lamborghini American Challenge

Racing Titus

Mecarobot Golf

Sports Toho

Plok

Action Tradewest

Super Off Road: The Baja

Driving Tradewest

Lock On

Simulator Vic Tokai

Cool Spot

Action Virgin

GENESIS

Rocky & Bullwinkle

Action Absolute

Mortal Kombat

Fighting Arena



Street Fighter 2 CE

Fighting Capcom

Haunting Starrng Polterguy

Action Electronic Arts

NHL Hockey '94

Sports Electronic Arts

Super Baseball 2020

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Zombies Ate My Neighbors

Action Konami

Rolling Thunder 3

Action Namco

Splatterhouse 3

Action Namco



Puggsy

Action Psygnosis

Wiz 'N Liz

Action Psygnosis

Dinosaurs for Hire

Action Sega

Shinobi III

Action Sega



Tecmo Super Bowl

Sports Tecmo

Davis Cup Tennis

Sports Tengen



Race Drivin

Racing Tengen



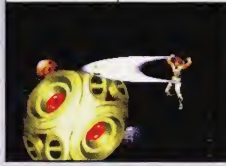
Thomas the Tank Engine

Action THQ



Strider Returns

Action U.S. Gold



Mazin' Saga

Action Vic Tokai



Chuck Rock 2: Son of Chuck

Action Virgin

Populous 2: Wrath of the Gods

Action Virgin

Monkey Island - CD

Action JVC

Instruments of Chaos - CD

Action Sega

Joe Montana Football - CD

Sports Sega

Chuck Rock 2: Son of Chuck - CD

Action Virgin

DUO

Dungeon Explorer 2 - CD

Action T.T.I.



John Madden Football - CD

RPG T.T.I.

Wizardry 1 & 2 - CD

RPG T.T.I.

GAMEBOY

Mortal Kombat

Fighting Acclaim

James Pond

Action American Softworks

Panel Action Bingo

Action FCI

Pinball Dreams

Action Gametek

Tesseract

Action Gametek

Buster Brothers

Action Hudson Soft

WWF: King of the Ring

Action Acclaim

Final Fantasy Legend 3

RPG Square

Sports Illustrated Football/Baseball

Sports THQ

Lamborghini American Challenge

Action Titus

GAME GEAR

Mortal Kombat

Fighting Arena

TZ: The Arcade Game

Action Acclaim

Jeopardy Starring Alex Trebek

Strategy Gametek

Tesseract

Strategy Gametek

Jurassic Park

Action Sega

World Series Baseball

Action Sega

Strider Returns

Action U.S. Gold

Double Dragon

Action Virgin

LYNX

Cyber Virus

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COOL SPOT

coming soon for Sega Game Gear™



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EGM'S TOP TENS



NINTENDO

1	2 MONTHS	-	NINTENDO / KIRBY'S ADVENTURE
2	8 MONTHS	-	TECMO / TECMO NBA BASKETBALL
3	3 MONTHS	-	ENIX / DRAGON WARRIOR IV
4	1 MONTH	-	TADDEWEST / BATTLETOROS & DOUBLE DRAGON
5	12 MONTHS	Δ	NINTENDO / TETRAIS
6	2 MONTHS	▽	JALECO / BASES LOADED 4
7	11 MONTHS	-	NINTENDO / SUPER MARIO BROS. 3
8	1 MONTH	-	TECMO / TECMO SUPER BOWL
9	3 MONTHS	▽	KONAMI / TINY TOON ADVENTURES 2
10	4 MONTHS	-	NINTENDO / YOSHI



SUPER NES

1	2 MONTHS	Δ	LJN / WWF ROYAL RUMBLE
2	1 MONTH	-	THE SOFTWARE TOOLWORKS / MARIO IS MISSING
3	4 MONTHS	▽	NINTENDO / STARFOX
4	12 MONTHS	-	CAPCOM / STREET FIGHTER 2
5	3 MONTHS	-	KONAMI / BATMAN RETURNS
6	2 MONTHS	Δ	DATA EAST / SHADOWRUN
7	2 MONTHS	▽	NINTENDO / VEGAS STAKES
8	2 MONTHS	▽	ACCOLADE / BUBSY
9	1 MONTH	-	HOT B / SUPER BLACK BRSS
10	1 MONTH	-	ACTIVISION / MECHWARRIOR



GENESIS

1	1 MONTH	-	ELECTRONIC ARTS / MUTANT LEAGUE FOOTBALL
2	4 MONTHS	▽	SEGA / X-MEN
3	3 MONTHS	Δ	TENGEN / RBI BASEBALL '93
4	3 MONTHS	▽	ELECTRONIC ARTS / BULLS VS. BLAZERS
5	5 MONTHS	-	ELECTRONIC ARTS / NHLPA HOCKEY '93
6	5 MONTHS	-	ELECTRONIC ARTS / PGA TOUR GOLF II
7	3 MONTHS	▽	SEGA / COOL SPOT
8	4 MONTHS	▽	ACCOLADE / HARDBALL III
9	4 MONTHS	▽	ELECTRONIC ARTS / TONY LA AUSSA BASEBALL
10	6 MONTHS	-	ELECTRONIC ARTS / ROAD RASH II



SEGA CD

1	1 MONTH	-	SEGA / FINAL FIGHT CD
2	1 MONTH	-	SEGA / ECCO THE DOLPHIN
3	2 MONTHS	▽	SEGA / BATMAN RETURNS
4	1 MONTH	▽	RENOVATION / TIME GAL
5	3 MONTHS	▽	JVC / JAGUAR XJ220
6	4 MONTHS	▽	SIERRA / THE ADVENTURES OF WILLY BEAMISH
7	6 MONTHS	▽	RENOVATION / RORO AVENGER
8	6 MONTHS	▽	SEGA / NIGHT TRAP
9	3 MONTHS	▽	SEGA / AFTER BURNER III
10	6 MONTHS	▽	SONY IMAGESOFT / SEWER SHARK



GAMEBOY

1	8 MONTHS	-	NINTENDO / SUPER MARIO LAND 2
2	12 MONTHS	Δ	NINTENDO / SUPER MARIO LAND
3	11 MONTHS	▽	NINTENDO / KIRBY'S DREAM LAND
4	8 MONTHS	Δ	LJN / NBA ALL STAR CHALLENGE 2
5	3 MONTHS	▽	NINTENDO / YOSHI'S COOKIE
6	4 MONTHS	-	NINTENDO / TETRAIS
7	2 MONTHS	Δ	SPECTRUM HOLOBYTE / WORDTRIS
8	3 MONTHS	▽	NINTENDO / BASEBALL
9	1 MONTH	-	ABSOLUTE / STAR TREK: THE NEXT GENERATION
10	1 MONTH	-	NINTENDO / GOLF



GAME GEAR

1	7 MONTHS	-	SEGA / SONIC THE HEDGEHOG 2
2	3 MONTHS	-	SEGA / LAND OF ILLUSION
3	6 MONTHS	-	SEGA / TRZ-MANIA
4	1 MONTH	-	SEGA / TOM & JERRY
5	1 MONTH	-	ABSOLUTE / R.C. GRAND PRIX
6	1 MONTH	-	FLYING EDGE / WWF WRESTLEMANIA STEEL CAGE
7	6 MONTHS	▽	SEGA / STREETS OF RAGE
8	2 MONTHS	Δ	SEGA / BATMAN RETURNS
9	2 MONTHS	▽	VIRGIN / SUPER OFF RORO
10	3 MONTHS	▽	US GOLD / OUTRUN EUROPA

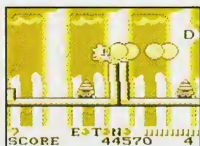
Babbage's
America's Software Headquarters

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JULY 13, 1993

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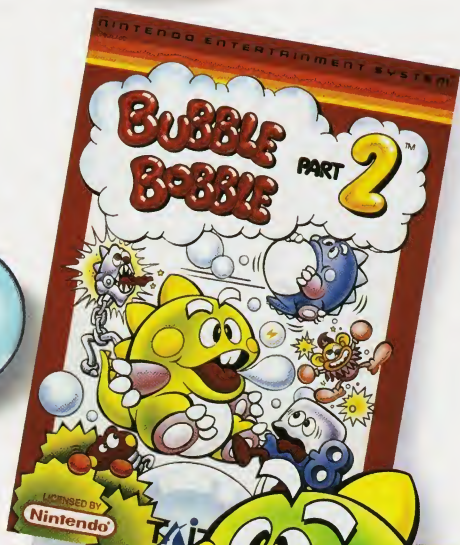


DOUBLE BUBBLE TROUBLE!



Whoever says blowing bubbles isn't much fun is full of hot air! "Bubble Bobble" is back with double the trouble and twice the pop. This bubble bursting adventure is available for the Nintendo and Game Boy systems, both leaving you gasping for air.

Your two light hearted buddies, Bub and Bob, will be waiting for you to bop around and belch some bubbles amid some high flying action. You'll need to lighten your load and even hold your breath because this air raising adventure will be no breeze. Time to blow!



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TOP TEN GAMES IN JAPAN WE'D LIKE TO SEE HERE

Here are ten games available in Japan that have no plans for U.S. release! That's a real shame because they are some of the best games around, but for a variety of reasons American gamers will never see them! We've beat the backwoods and come up with ten worth a look!



POP 'N TWINBEE/SF
Killer shooter from Konami with huge Bosses and humor!



BREATH OF FIRE/SF
Capcom's RPG with great characters on an epic quest!



RANMA 1/2, PART II/SF
A great fighting game from Masaya. Awesome fights!



PARODIUS/SF
Konami's classic side-scrolling shooter is a riot!



FINAL FIGHT GUY/SF
The character not featured in Final Fight in his own game!



SNATCHER/PC ENGINE
Konami's RPG takes CD graphics to new heights!



COSMO GANG/SF
A Super Famicom version of Galiga by Namco!



DRAGON BALL Z/SF
Bandai's unique strategy and fighting game!



GRADIUS II/PC ENGINE
Great sound effects on this CD shooter from the Konami team!



SALAMANDER/PC ENGINE
Konami's other shooter for the Engine (a cart) makes the list!

READER'S TOP TENS

Once again, Street Fighter II occupies the favorite in every gamer's heart this month! Expect strong competition, though, from Mortal Kombat: both the Genesis and Super NES versions are taking respectable positions on the charts! Also keep an eye on Street Fighter II Turbo!



STREET FIGHTER II/SNES
Is the original SF II for Super NES living its last days at the top?



MORTAL KOMBAT/GENESIS
"Come over here!" Look out SF II, here comes Scorpion and gang!



MORTAL KOMBAT/SNES
Here they are again! Scorpion and gang really want number one!



STREET FIGHTER CE TURBO/SNES
This multi-meg monster is also one to watch very closely!



SONIC THE HEDGEHOG 2/GENESIS
Still everybody's favorite speed demon, it's Sonic at 5!



CONTRA 3/SNES
Still locked at number six is this intense action cart!



FLASHBACK/GENESIS
U.S. Gold's fantasy game is also staying put - here at number 7!



STREET FIGHTER 2 CE/DUO
Tied with the same number of votes as Flashback. More fights!



STARFOX/SNES
D-d-d-damage! StarFox slips a notch into the number 9 slot!



STREETS OF RAGE 2/GENESIS
Get ready for Streets of Rage 3! For now make due with this!

Please Note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When You Read This. Prototypes Are In Red.

EDITORS'

EGM's Favorite Games!



Capcom's STREET FIGHTER 2 TURBO

#1 3 MONTHS



Well, Well. Well. SF2 Turbo is dominating the machines and minds of our resident editors. What else is new? Other faves are Samurai Showdown and SMB All-Stars. We also like to get in a couple rounds of Sonic CD and polish off a few levels of ActRaiser 2! Lots of cool new stuff to tickle your twinkie this fall!

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
SUPER MARIO ALL-STARS / SUPER NES	2	2	Δ
SAMURAI SHODOWN / NEO-GEO	3	1	•
ACTRAISER 2 / SUPER NES	4	1	•
SONIC CD / SEGA CD	5	1	•
JOHN MADDEN '94 / SUPER NES	6	1	•
T.M.N.T. TOURNAMENT FIGHTERS / SUPER NES	7	1	•
MORTAL KOMBAT / GENESIS	8	1	•
CLAY FIGHTER / SUPER NES	9	2	▽
NHL '94 / GENESIS	10	1	•

The EGM Editors' Top Ten is Based On the Personal Preferences of the Review Crew and is Not Based On Any Type of Babbage's Sales Info

EGM'S TOP TENS

REGISTER YOUR VOTE

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Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

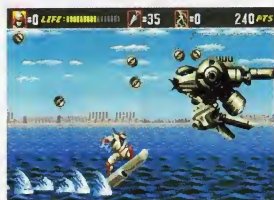
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Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today!

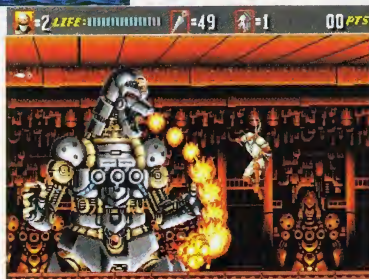
After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

- | | | |
|--|-------------------------------------|----------------------------------|
| 1. SNES / SUPER EMPIRE STRIKES BACK | 17. GENESIS / SONIC THE HEDGEHOG 2 | 33. DUO / GATE OF THUNDER |
| 2. SNES / STREET FIGHTER 2 CE TURBO | 18. GENESIS / X-MEN | 34. DUO / STREET FIGHTER 2 CE |
| 3. SNES / SUPER MARIO ALL STARS | 19. GENESIS / STREET FIGHTER 2 CE | 35. DUO / LORDS OF THUNDER |
| 4. SNES / STREET FIGHTER 2 | 20. GENESIS / JURASSIC PARK | 36. NEO-GEO / WORLD HEROES 2 |
| 5. SNES / SUPER STAR WARS | 21. GENESIS / MORTAL KOMBAT | 37. NEO-GEO / VIEWPOINT |
| 6. SNES / FX TRAX | 22. GENESIS / SONIC SPINBALL | 38. NES / SUPER TECMO BOWL |
| 7. SNES / OUT OF THIS WORLD | 23. GENESIS / FLASHBACK | 39. NES / TURTLES 3 |
| 8. SNES / BATMAN RETURNS | 24. GENESIS / BLOODLINES | 40. NES / SUPER MARIO 3 |
| 9. SNES / ZELDA 3 | 25. GENESIS / ROAD RASH 2 | 41. NES / YOSHI |
| 10. SNES / FINAL FIGHT 2 | 26. GENESIS / TERMINATOR | 42. NES / MEGA MAN 5 |
| 11. SNES / MORTAL KOMBAT | 27. GENESIS / STREETS OF RAGE 2 | 43. GAMEBOY / SUPER MARIO LAND 2 |
| 12. SNES / STARFOX | 28. SEGA CD / CD SONIC | 44. GAMEBOY / ZELDA |
| 13. SNES / SUPER TECMO NBA B-BALL | 29. SEGA CD / SILPHEED | 45. GAMEBOY / MEGA MAN 2 |
| 14. SNES / TINY TOONS ADVENTURES | 30. SEGA CD / BATMAN RETURNS | 46. GAMEBOY / DR. MARIO |
| 15. SNES / BUBSY | 31. SEGA CD / REBEL ASSAULT | 47. LYNX / NFL FOOTBALL |
| 16. SNES / CLAY FIGHTER | 32. SEGA CD / MONTANA FOOTBALL CD | 48. LYNX / SHADOW OF THE BEAST |

Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through September 30.



MORE ACTION.

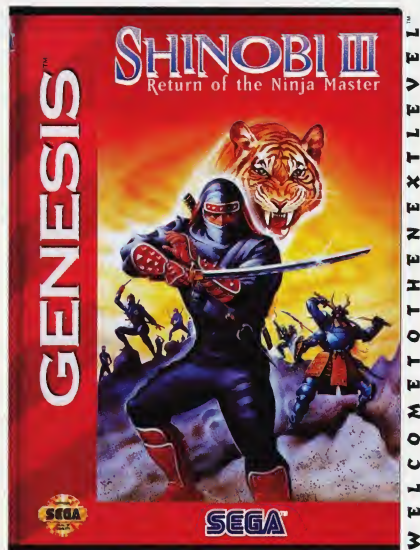


MORE MAGIC.



MORE LEVELS.

MORE SHINOBI.



MORE THUGS.



**BUY IT. IT IS
THE HONORABLE
THING TO DO.**

The way of the ninja is the way of Shinobi III. To master it you must possess great speed, a clear mind and, oh yeah, a Sega™ Genesis™. Now with seven levels ahead, you alone must face the challenge. And, in the words of the ancients, "May the wind carry your spirit..." Ah, never mind, just kick the bejeebers out of those bad guys.

SEGA™
GENESIS™

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GAMING GOSSIP

...Street Fighter 3 Delayed...Capcom Unveils New SF2 Upgrade in Tokyo...Sega's 32-Bitter Gets New Name...
...New Virtua Split-Screen Coming to Genesis...Phantasy Star 4 Delayed...Sonic 3 Pushed Back to '94...

Say, kiddies, King Twinkie has returned with another heapin' handful of some of the best dirt the video game industry has to offer! The Q-Mann would like to begin this installment of gaming gossip with news on what is sure to be one of the hottest games ever created, as well as the inside scoop on Sega's new super system! So kick back and dig into the page, but be forewarned...the Q-Mann can be hazardous to your health...

...Super Street Fighter, a game that yours truly broke with last month in my special newsletter for EGM subscribers only, has undergone yet another name change according to my sources in the Land of the Rising Sun and is now testing under the title Street Fighter 2 - Hyper! The rumor on the streets of Tokyo is blasting Capcom for falling behind with part three of the SF saga so, to buy some time, they've opted to update rather than recreate! Why all the trouble? Seems Capcom lost some of their most toasty programmers to the boys over at SNK, so instead of a new game, the next Street Fighter will feature more of the same. Some of the changes you can expect in the new version include four new characters with their own array of moves as well as the ability to dress up your fighter in one of seven different colors! Although the changes are sure to stoke fans, the Q-Minorator broke his jumbo when he heard from the Nob that the game is actually *slower* than the Turbo edition! More to come next month...The Q-Mann hears someone may be having troubles in franchise-land...

...Hold onto your ho-hos, Quarter-buds, this is where the dirt really gets good! My covert action teams have infiltrated Sega's most secure areas to pull out the most important word of the year: Saturn! Although EGM's head ed. got some good stuff on Sega's new super 32-Bit wonder-machine, the Quartermann got the true scoop on what has to be the most scorching console yet to come. The system will come fully equipped with not only a RISC-processing chip set (similar to the one Atari is boasting of in their upcoming Jaguar mega-machine), but also full compatibility with the Genesis! What's more, the hardware powering Sega's future is equipped with the same firepower found in the company's top-of-the-line coin-op! You want Virtua Racing? With the Saturn system you'll feel just like you're in the arcade!...Speaking of Virtua, my main man inside Sega brought out some news that blew me away! The white shirts have created an incredible split-screen version of Virtua that will let two players go head-to-head! This zippy driver has some of the best graphics the Genesis has ever spit out and it definitely blows the big 'N's FX Trax off the road!...

...While we're on the subject of Sega, the Q would like to give a special nod to Al Nielsen, the marketing master who guided Sega through its darkest days to become a super-charged video game mega-power! Mr. Blue Shirt is off to Viacom where multimedia, more video games, and MTV await! All the best, Al...Grabbing my disguise, however, I was able to infiltrate the R&D facility and get the inside skinny on a bevy of new carts, including Phantasy Star 4, Columns 4, and a new video transfer game called Moonlight Serenada. With the exception of the last entry, both PS4 (which has been pushed back to April/May, 1994) and Columns 4 (which takes the place of Columns 3 because of its super four-player capability) both tasted great!...

...Sonic the Hedgehog 3 is dead for '93. Even though the big bosses of Sega had pushed to get the third installment of Sonic into stores before X-Mas, the programming team responsible for expanding the port from #2 fell apart. Trying to salvage some momentum from their spiky mascot, Sonic decided instead to build an entire cart around the Casino Night Zone from the previous titles and Sonic Spinball was born!...If all goes well, Sonic fans will be greeted once again with a day all their own! Sometime in November Sega will blast through another worldwide release for Spinball on Genesis, Chaos on the GG, and, if Uncle likes what the Japanese have done (the Q-Mann gives it wood-straight-up) even Sonic CD could manage to see the light of day this year!...

...Sticking with the Sega topic, the Quartermann has received confirmation that the Sega CD will be repackaged to sell for a slimmed down \$229 and come packaged with Sewer Shark (nice choice, Sega - what'd you do, make too many?). Although the machine WON'T get a name change to Sega CD 2 (as they've done just about everywhere else on the globe), it WILL get a new release later in the year...Sega is rumored to already be hard at work on a translation of their as-yet-unreleased Daytona Racing coin-op! This bofo driver is a blast, boasting some great 32-Bit graphics and a play mechanism that enables up to 40 people to face-off at the same time!...Finally, keep your eyes peeled on the sky during the Macy's Thanksgiving Day Parade for Sega's latest creation - a HUGE Sonic blimp set to cruise down Main Street!...On the 3DO front, Trip and Co. are still gunning for an October street date, probably with a reduced price tag around \$700. Also, if some special typing softs are completed on time, 3DO will also have a keyboard ready for the launch. The mouse, however, is a definite...

...That sums it up for this month, kiddies, so don't forget to plug in your joysticks and keep the slo-mo off! The Q-Mann will be back in 30 to deliver the best gossip around and give you a sneak peek at my private holiday shopping list. In the meantime, don't forget to check out my monthly column in HERO for more VIP info you won't read anywhere else!...

- QUARTERMANN



**WHEN CONFRONTED
WITH DANGER
OPOSSUMS WILL OFTEN
PLAY DEAD...**

THIS ONE GOES



It's Sparkster™ the most amazing opossum ever to rocket to stardom! He's the star of **Rocket Knight Adventures™** for Sega™ Genesis™. And he's got pumped up personality, warp speed and quick wits.



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BALLISTIC.



Blast off into 7 epic stages of adventure and go hog wild against the hugest, strangest pig creatures imaginable. They're after the mysterious Key to the Seal once handed down by the brave founder of Zebulous. In the wrong hands it will unleash total destruction. Through every stage Sparkster moves, flies and rides in new directions to escape opossum punishment. Will he hang tough? You bet, 'cause his talented tail can get a grip on all kinds of hairy situations.



You're the thrust-miester controlling our hero's jet pack and his assault sword. And you better kick some pork butt because Sparkster's animal magnetism attracts mechanized pig mutants like the Giant Pigbot and the Drill of a Lifetime. You'll go gonzo over spectacular new graphic techniques like the mirrored lava pools, the rotating gravity room, and Axle Gear's massive laser blaster.



That's only some of what awaits Sparkster the Rocket Knight. So rustle up some courage and launch into the most animalistic action this side of Zebulous.

KONAMI®

EGM EXPRESS

SEGA UNVEILS 32-BIT SATURN SYSTEM!

In a recent interview, Sega's U.S. president, Tom Kalinske, revealed that a new 32-Bit video game system has been in development for some time and that if they wanted to they "... could bring out a machine more or less tomorrow."

In the interview Kalinske eluded to the fact that the new machine would probably be named Saturn and that it most likely would be CD based. Whether the Saturn would have a cartridge port or not was still being debated at Sega.

He further pointed out that 32-Bit technology is nothing new to Sega as their arcade division has been producing 32-Bit machines for several years. In fact, at the Summer

Consumer Electronics Show in Chicago, Sega gave the industry a sneak peek at Daytona Racing. Officials stated at that time that this coin-op was running on their 5th generation of 32-Bit hardware!

So why doesn't Sega bring out a new game system? There are several reasons why.

First and foremost is the price. Kalinske stated that "I'm not interested in marketing any machine over \$500." Current 32-Bit technology is very expensive and Sega doesn't think that component prices will drop significantly in '93 or even '94.

Second, Sega wants to promote their CD format which was just introduced last year. They believe that

through some of the new CD technology, namely CinePak, the performance of that format can continue to improve. Officials at Sega claim that CinePak will improve the full-screen, full-motion video which has been less than enthusiastically received to date. CinePak, supposedly, has the ability to increase the number of on-screen colors from 64 to 512. Sega plans to incorporate the technology into the next batch of CD titles.

Sources at Sega have indicated that the new 32-Bit Saturn system will be partially downward compatible, at least in the fact that it will play Sega CD discs. Whether there will be a way, or even a need, to play older Genesis carts is still unknown.

SUPER STREET FIGHTER 2 APPEARS IN JAPAN!

Sushi-X, our infamous Street Fighter freak, was wandering about his home country when he stumbled upon a test version of Super Street Fighter II in it's preliminary stage.

This incredible new version features four new characters. There's DeeJay, he can be described as a fighting MC Hammer who fights in martial arts, kick boxing and even some break dancing. Cammy is a blond-haired woman wearing a beret and high-leg leotards. Fai Lon is a Chinese martial arts guy that looks similar to K. Dragon from World Heroes. Lastly there's T. Hawk, an American Indian dude that's as big as Zangief but looks to be a bit

faster him.

Of course, all the old characters have been adjusted with new moves, some moves were deleted, and other various changes. Guile will have his long Sonic Boom delay sped up a bit. Guile now holds up his dead buddy's dog tag as a winning pose.

Ken's fierce Dragon Punch now burns opponents as his fist flames up and chars them! Ryu's fireballs have gotten bigger and looks like a huge quarter-moon blast when released. Balrog (Vega to you and me) has been given a bunch of new standard punch and kick moves. Zangief's spinning double lariat has

been removed, but there are a couple more powerful moves like a double German suplex and a mid-air grab & pile driver. Blanka looks more human. Chun-Li's Spinning Bird kick is gone but her fireball move is accomplished like a Sonic Boom, not the Yoga Flame. Her new fireball animation is bending down at the waist, hands forward with her back-side in the air. Dhalsim's Yoga Mummy is gone but his Yoga Fire makes opponents stand and burn.

Another interesting addition is that there are six colors available for each character depending on which button you press at the character selection screen. Pix next issue!

Just Don't Smile When They Say You're Grounded...



Act like it's a punishment. Keep your cool as you make it to your room. Then grab the latest in hand-held video game excitement from Hudson Soft! Explore a demon-filled fortress in Milton's Secret Castle. Fight off dinosaur invaders in Bonk's Adventure or explore a world of magic and imagination in Felix the Cat! Any one of our titles are guaranteed to transport you to realms of wonder and adventure! So don't worry about it, we won't tell if you won't.



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3DO LICENSEES READY NEW TITLES!

AMERICAN LASER GAMES-

Become the 'stranger' and clean up the town that Mad Dog McCree has taken over. The action comes alive with full-motion video and an interactive story.



Mad Dog McCree

MICROPROSE-

CPU Bach creates a multimedia music box developed from mathematical algorithms. Each song varies in tempo, mood, and tone so you never hear the same song twice.



CPU Bach

SOFTWARE TOOLWORKS-

Software Toolworks invites you to take a tour of the zoo. Learn all about your fave animals and their natural habitats as you explore the various areas of the San Diego Zoo.



San Diego Zoo Presents... Animals

ELECTRONIC ARTS-

Pilot an elite fighting machine on a mission to drive an alien force back to where they came from. Shock Wave combines full-motion video and high-speed animation.



Shock Wave

PARK PLACE PROD.-

Experience real in-your-face football action. Set in a 3-D perspective, this football simulation title lets you control every aspect of the game like calling the plays and hiking the ball.



3-D Football

SPECTRUM HOLOBYTE-

Star Trek fans have never seen a game like this! Beam down to planets, meet new civilizations, and set forth on involving missions. Realistic graphics will blow you away.



Star Trek: The Next Generation

INTERPLAY-

Tired of boring, old chess games? Battle Chess is a competitive simulation where the pieces actually battle on the board. Try the 10 levels of difficulty for a real challenge.



Battle Chess

READYSOFT-

The arcade classic lives on! Take the role of Dirk the Daring on a mission to save the lovely princess. Cartoon-like animation and creepy sounds bring the game to life.



Dragon's Lair

TRIOBYTE-

As anchorman Carl Denning, you travel to the Stauff Mansion in search of your old boss. Try to survive the terrors of the haunted Stauff Mansion and escape.



The 7th Guest Part II: The 11th Hour



My buddy
quit
smokin'...

...after an



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your 4-Way Play™ for
only \$29.95.



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hour or so.

What Firepower! What Destruction!



What a Party! It takes a mercenary's instincts and a warped mind to command the forces of General

Chaos against General Havoc's storm

troopers in this manic 1-4 player



action game. Your enemies are tough-

dispatch one of four assault squads

to tenderize them. Charbroil them



with flamethrowers

or get a grip with

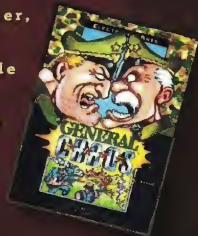
hand-to-hand combat.

Remember,

the only rule

is there are

no rules!



LEADING EDGE

Out Runners

Hola! This month's Leading Edge features Sega's new globetrotting racing game Out Runners. To the casual onlooker, Out Runners may look like a typical racing game. But looks are where the similarities to other racing games end.

For one, this game has a very whimsical nature to it. You get to pick your vehicle from over a half dozen specially made racers! Each car has its own

special attributes such as handling, sheer power, quick reaction and other assorted goodies.

One or two players can race at once, so get a friend to join in! But make haste, because the time is running out for you to finish the circuit! Every second that you waste brings you closer to the end of your racing days! So hop into the driver's seat and put the pedal to the metal with Sega's Out Runners! Burn some rubber, dude!



Hurry up and finish the course before time expires or you'll be out of luck!

• HOW IT RATES •

Cool game! Sega must be commended for another impressive coin-op! The overall game play is great, featuring a ton of tricky courses with difficult and dangerous obstacles to overcome.

The graphics are another strong point here. They are very crisp and feature some really incredible details like the animations of the cars and the other vehicles. The two-player mode adds intensity to the game as well.

Now the negative side: the only serious drawback is the inherent repetitive nature of the game play. Good job overall, though!

Overall: **8**

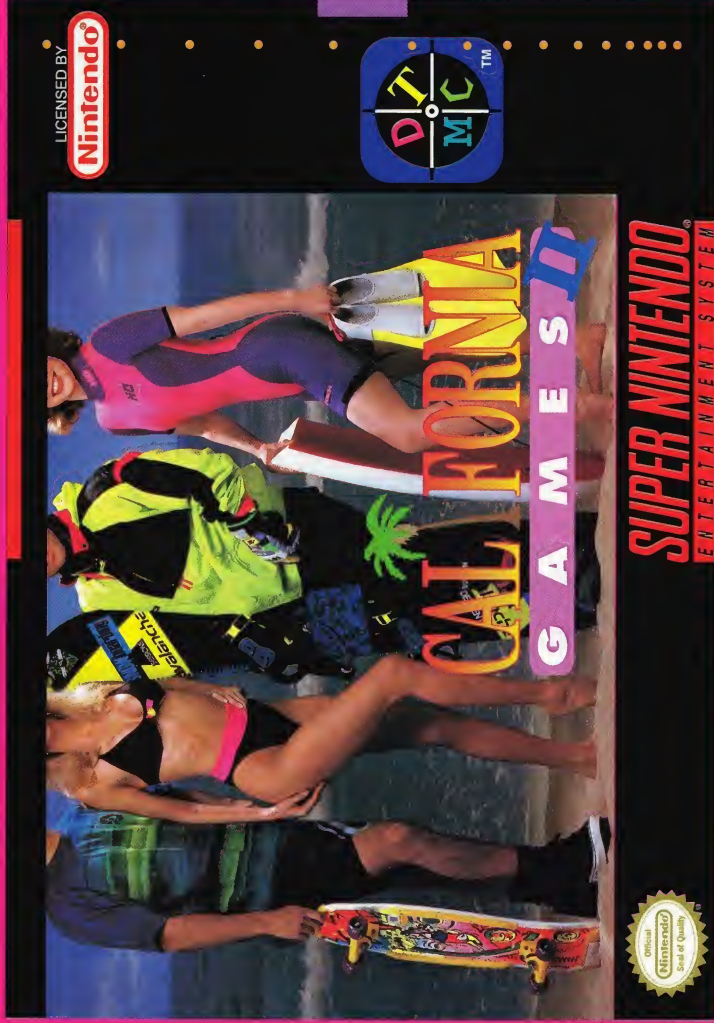
AAMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION



Sega's Out Runners takes you on a whirlwind tour of the globe! You get to race in various locales under some very stressful situations!

TOTALLY RADICAL!



**Congratulations
to our
"Ultimate Challenge"
Winners!**

Snowboarding
1st Erik Herman

Bodyboarding
1st Ed Inglesby

Skateboarding
1st William Smith

Hang Gliding
1st Larry Hlavacek



Snowboarding



Bodyboarding



Hang Gliding



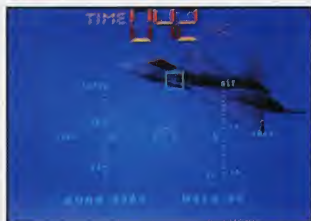
Skateboarding



Jet Surfing

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Air Combat



**Lock onto that Bogie and splash 'em!
Keep an eye on your weapons stores!**

Here's one for all of you "flight and fight" simulation fans. It's Air Combat from Namco! This coin-op flying game is about as cool as they come.

From the moment you seat yourself in the realistically-styled pilot's seat, you know that you are in for some serious action. The audio system of this game has to be heard to be believed! Cranked up, the bass will literally go right through you!

The graphics are also extremely well done. This game is a good example of just how far vector graphics have come in the last five or so years. A great attention to detail is also apparent here!

The game play is cool, consisting of various missions which pit you against all manner of enemy aircraft. As the missions progress, so does the skill of your computerized adversaries. Take it from us, gang, they are definitely some of the toughest hombres to take to the skies!

To help you along the way, you are given a full compliment of super-advanced weapons systems like a stock-issue automatic cannon and a



The polygon-based graphics are surprisingly fluid, clean and realistic.

battery of heat-seeking missiles!

To give you missions an added sense of urgency, there's a mandatory time limit set which you must



meet to complete each mission. If you exceed this time limit, needless to say, your wings get clipped and your flying days are over!

With a great level of complexity, a high degree of challenge, truly intense audio, and some of the coolest use of polygon graphics around, Air Combat by Namco should prove to be a big hit in the arcades.

World Rally

Ready for some rough and tumble road racing? If so, put on your driving gloves for Atari's World Rally.

Select one of the four different rallies to challenge. Each rally contains three stages with different road conditions and course structures. You get to pit yourself against various hazards including snow, mud and night driving. Other obstacles include bridges, jumps and hairpin turns.

Essentially, you must complete



Each rally is composed of three separate stages, each with different conditions.

each course within the sixty second time limit in order to compete in the next race!

One player can play at a time, but two may play in an alternating fashion. This method of play can even add to the overall excitement of World Rally.

Take a shot at endurance racing at its finest. Check out World Rally by Atari as soon as possible. Just remember not to spin your wheels too much!

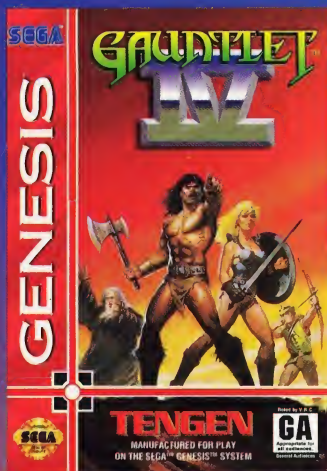
Tap Into a 4-Player Quest

Grab your Sega 4-Player "TAP." Gauntlet™ IV has arrived...and this time, you'd better bring your friends!

The title that defined video-game adventure is now the first to utilize Sega's new 4-Player "TAP."

Just like the arcade classic, Gauntlet™ IV lets you team up with up to three of your buddies as Thor, Thyra, Merlin and Questor—and blast more Grunts, Ghosts, Demons and Lobbers than ever before. There's even a special 4-Player head-to-head mode so you can turn against your friends in a winner-take-all battle royal!

Gauntlet™ IV has arrived. Tap into the 4-player quest...and bring your friends!



**First
Game Available
for Sega's
4-Player
Adapter**



Choose your path carefully—that door could be the last you ever open. Boo!



You want the treasure...but is it worth the risk? Too bad you couldn't become invisible!



A fire-breathing dragon can really ruin your day. Next time bring back-ups!



Grab four of your buddies and crash a Grunt party. Just watch your back!



GENESIS



Blaze demonstrates her new Side Kick Attack. Skate delivers a Head Butt and Elbow Smash Combo.



Skate's Migraine Attack is a major headache for these punks. Use the Corkscrew Attack on the bikers lurking around the corner.



Blaze's deadly Kikoucho Attack can even the odds. Look for power-ups and weapons inside the trash can and other canisters.



If Skate's Double Side Kick doesn't put out that fire, try the Migraine Attack. Axel goes on a rampage when he gets his hands on weapons like the lead pipe.

STREETS OF RAGE 2



WELCO
METOT
HENEX
TLEVEL



Axel's Grand Uppercut is the key to reaching Mr. X. Vanquish your foe once and for all with the Dragon Smash.



Skate, Blaze and Axel of Streets of Rage™ 2 have all their tricks from the Genesis™ version, plus a completely new maneuver. Good thing, too. Cuz if they're going to bring peace back to the streets, they're going to have to go through Mr. X. And he's not feeling very neighborly.



Honey, the fellow with his knee in the street thug's groin— isn't that the Johnson boy?



THE GAME DOCTOR

Your Qs R My Life

Greetings, faithful petitioners. I know it's hot in here, but we make up for it by refrigerating the examination rooms. Just kidding. But seriously, gang, don't you wish every visit to a doctor's office was as painless as this?

Anyway, we have lots of people here with questions, so let's have our first patient turn his head and cough out that Q:

Q: I have a friend who works for [a prominent electronic entertainment publisher] and he tells me that Electronic Arts is going to make a 4-player adapter for the Sega Genesis. Is this true? If so, what games will it work with? Also, I heard that Sega was also producing a 4-player Genesis adapter called the "Turbo Tap" or something like that. Is this also true? Will the two adapters be compatible and how do they work?

Stewart Preston
San Mateo, CA

A: Your friend was right, Stew. EA indeed has a 4-player adapter which will work with a variety of games already in development as well as *Bill Walsh College Football* and *General Chaos*.

It's also true that Sega produced the "Tap" peripheral, but decided not to market it in the U.S., so Tengen is thinking about using it for its sports games. Both adapters plug into the existing slots but offer four inputs across the front of their casing. According to EA, unfortunately, the two adapters are not compatible.



EA's four-player adapter can be used with games such as *Madden '94*.

Q&A QUICKIES: Jeff Friedman from (I kid you not) Niceville, FL, is looking for 16-Bit boxing action since he was so impressed with *Evander Holyfield Boxing* on the Genesis. Whatsamatter, Jeff, things too "nice" down there in Florida? In any case, a couple of interesting new 16-Bit pugilistic simulations were shown off at the recent Summer CES, including *Riddick Bowe Boxing* from Extreme and a game based on The Ring magazine license, called *Legends of the Ring* from Electro-Brain... Steven Chuang, meanwhile, of Cupertino, CA, wants to buy a Game Genie for his Genesis but is concerned that it might hurt his system. Not to worry, Steven, the Genie is approved by SOA and was shown at the Sega booth at CES. Besides, if the Genie did any system damage, Galoob never would have escaped the Nintendo suit, which Galoob won. By the way, to those readers who expressed concern over the Game Genie's future after reading about America's financial ills, don't sweat it. America handled Genie distribution in Canada. It's a Galoob product, and Galoob will continue to support it. And the Game Gear Genie is the coolest looking peripheral yet!... Matt Frauenhoffer, St. Louis, MO, wants to know about the future of SFX games. Well, Matt, the only new SFX product shown at CES was Nintendo's rather unimpressive race game, *FX Trax*. However, the Big 'N will be making the chip available to third-party developers down the line. Expect SFX products to cost at least \$10 more than usual, though... Which finishes us off, gang. Send those letters to: Game Doctor (EGM) 330 S Decatur, Suite 152, Las Vegas, NV 89107.

LETTER • OF • THE • MONTH

Q: I'm planning to purchase a Duo. Since the TG-16 CD Super System card is used to increase storage, couldn't a person use it on the Duo to lessen access time? If not, why?

William DeBoer
Palmyra, MO

A: Can't be done, William, for a very simple reason: the Duo already duplicates all the technology and functions of the Super System card. Therefore adding it to the Duo would simply be redundant—i.e., doing something more than once.

NO, ~~FOR THIS!~~
PREPARE YOURSELF



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CLAY



BLUE SUEDE
GOO



BAD MISTER
FROSTY



BONKER



HELGA



TAFFY

LET'S
KICK SOME
CLAY!



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THE ULTIMATE 16 MEG FIGHTING GAME
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Interplay

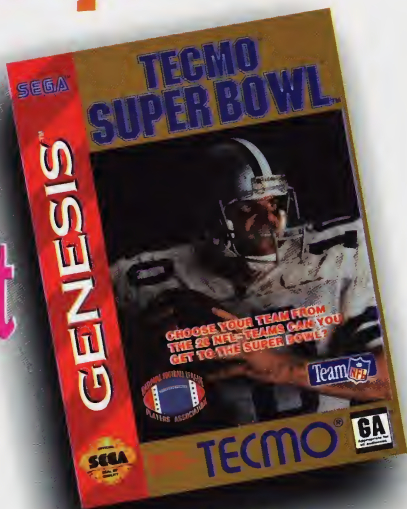
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SPORTS™

SEGA™

Having Tecmo Super Bowl
is like having
a season ticket
to the NFL.



**COMING
SOON!**

Tecmo Super Bowl for the Sega Genesis System is coming this football season to most video game retail stores. Please contact your favorite video game store for the exact date and your personal game reservation.



- NEW UPDATED ROSTER!
- NEW TOUCHBACK FEATURE!
- DIVE OVER THE TOP FOR A TOUCH DOWN!

COME RAIN,
SNOW OR SHINE . . .

In November of 1991 Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.

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COMING SOON!

SUPER NINTENDO
ENTERTAINMENT SYSTEM



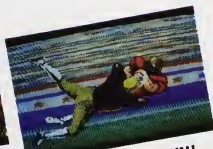
16 Bit
SUPER NES!

Tecmo Sports games are so
complete, all you need is
Popcorn & Soda.

COME RAIN,
SNOW OR SHINE . . .



DIVE OVER THE TOP FOR A TOUCH DOWN!



FIELD GOAL!



Tecmo Super Bowl for the Super Nintendo Entertainment System is coming this football season to most video game retail stores. Please contact your favorite video game store for the exact date and your personal game reservation.



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TECMO[®]
**16
Bit**
SPORTS[™]

INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

By Terry Aki

Howdy kids, I've been running myself ragged to bring you up to date on the latest word from around the world. As usual, my favorite spot is Japan, where the Big 'N just announced some new titles. One is called Sound Fantasy, but I have no idea what it's about. (A music program maybe?) Fire Emblem, another Super Famicom game, will be coming out as well. Expect this one to be a military sim/RPG. There was also news of a few new GameBoy carts like Super Mario Land 3, Kirby's Pinball, and even an old classic: Donkey Kong!

Other hot new games to look for include Konami's Legend of Mystical Ninja 2, and Twinbee Rainbow Bell Adventure, Data East's Joe & Mac 3, Taito's Sonic Blastman 2, Square's Galblaze (action game), and Sunsoft's Lemmings 2. It looks like sequel city to me.

As you can tell, getting all this stuff wasn't easy, so I think I'll take a short and quiet rest. Until the next time... Sayonara.



WORLD NET
INTERNATIONAL GAMING INFORMATION NETWORK

HUMAN

BARI-ARM

MEGA-CD

CD

CD-ROM

For those of you gamers looking for hot shooting action on your Mega-CD, and have easily blown through most high intensity shooters, try taking a look at Bari-arm. It's a sure-fire trip.

Take to the realms of space, and combat a vast enemy armada. You control a ship that can morph into a giant mech. You have the opportunity of picking up one of four special weapons. These provide major firepower.

You start off by fighting the enemy forces on Ganemede, and once they are repulsed, you enter one of their bases called the Gravity Pagoda. It is a dangerous trek through a heavily armed fortress. If you survive, you have to cripple the enemy fleet in level three. A word of warning: the Zeus armies have made vast technical improvements. They have giant mech bosses that can tear you apart.

This game sports some cool graphics and some great cinematics. If you love shooters, this one would be a wise choice, as it is totally intense.



Cinemas greatly add to this cool CD shooter. They are a sight to see!



Depending on your form, your special weapons do different things.



Take on the Zeus fleet with the lightning quick fighter.



IT'S TIME TO PICK A WINNING TEAM!



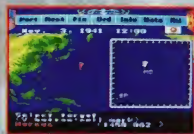
P.T.O.TM Pacific Theater of Operations

IT'S 1941 and the U.S. and Japan are preparing to clash.

The goal is to control the Pacific! The game schedule is exhausting: Pearl Harbor, Midway and the Philippines for starters. Both teams have great captains, fantastic rosters and the best equipment around. The Americans can depend on the Yorktown, Hornet and Nevada to run successful battle plays that will amaze their opponents. But don't count out the other team quite yet. The Japanese carrier force can quickly make up lost ground by running secret plays or handing off tough missions to their top-notch kamikazes. The starting gun is about to fire. It's time to pick your team colors and hit the battlefield. Good luck!



SET MILITARY OBJECTIVES.



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EXECUTE SEA COMMANDS.

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KOEI Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at (415) 348-0500 (9am to 5pm PST).

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KOEI



SUPER NINTENDO



SEGA GENESIS

PLAY THE GREATEST ADV

FROM A WHOLE NEW PERSPECTIVE!

**This is first-person,
in-your-face,
eyeball-to-eyeball,
full-motion 3-D
action like
you've never
experienced
before.**

JP in 3-D.

**If the movie shook you, Jurassic Park
for the Super NES will rip you apart.**



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ENTURE OF ALL TIME...



If you thought the movie was hot... Wait until the razor-sharp intensity of full-motion 3-D graphics gets a hold of you!



Hey Dr. Grant! Never underestimate your opponent... Especially when he's 20 feet tall and weighs over seven tons.



Meet your chefs... The Raptor slices and dices you, while the Spitter waits to baste you in his venomous marinade.



No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.



Triceratops is heading your way! Restore island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.

NOW AVAILABLE FOR

SUPER NINTENDO
ENTERTAINMENT SYSTEM

ALSO AVAILABLE FOR

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AND GAME BOY



INTERNATIONAL NEWS

SOCCER FEVER

Without a doubt, the hottest tickets in Japan right now are those for the J-League soccer games. J-League, Japan's first pro soccer league, kicked off its inaugural year in a big way with enormous sell-outs at every match to date. In fact, with fast aggressive playing styles and the involvement of such international superstars as Britain's Gary Linneker and Brazil's Zico, J-League soccer has easily eclipsed baseball as Japan's favorite spectator sport.

Sega is a major sponsor of one of the ten J-League teams Ichihara JEF United. The Sega



Namco's Prime Goal game takes advantage of soccer's popularity.

logo is displayed proudly with a picture of Sonic booting a ball.

As can be expected, soccer video games are coming out at fever pitch. Many feature the



Soccer is fast becoming the world's most popular sport.

J-League, like Sega's four-player J-League Pro Striker, and Namco's Soccer Prime Goal. Soccer has hit in a big way!

MAGIFACT OF JAPAN

ZOKU: THE LEGEND OF BISHIN

SUPER FAMICOM

UNK. MEG

CARTRIDGE

In the year 2020, Japan is ravaged by monstrous earthquakes. The ruined husks of Tokyo and Yokohama are ruled by savage gangs (Zoku) on wheels, the toughest and fastest being Bishin, a team composed entirely of women. Your lover has been taken hostage by the Bishin. To save your lover, you battle it out in rad Mode 7 races and deadly street fighting duels to the death. Original, isn't it?



Race to the fight in a car that has a need for speed. Watch for hazards!

It's time for standard fighting at its best. Beat up some really nasty fighters.



SEGA OF JAPAN

MIDNIGHT SERENADE

MEGA-CD

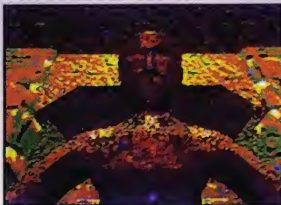
CD

CD-ROM

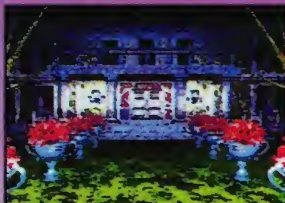
An interesting concept is coming out for the Mega-CD. Similar in style and form to the ever popular 7th Guest on the computer CD-ROMs, this game makes you feel as if you are really trapped inside a haunted house. You see the whole game through the eyes of a child, while experiencing all the fears and thrills.

The house you explore is gigantic, and strange things lurk within the darkened hallways. If you want to escape, you must solve puzzles, and keep your wits about you at the same time.

This game is simply marvelous. The scaling effects and overall story line make this, in a sense, a form of virtual reality. It plays well, and there is plenty to interact with. Definitely a must-see.



A golem stumbles slowly after you, seeking another kill for the day.



The house awaits your trespassing. It needs a few more victims.



Climb the stairs to progress further through the interior of the house.



Certain doors should never be opened, but what do they contain?

TAKE COMMAND OF THE **ROBO ALESTE™** WAR MACHINE!

Satisfy your appetite for CD firepower and climb aboard Robo Aleste. The fully animated cinematic intro and pulse-pounding digital soundtrack will fuel your fire, but the enormous level bosses and their devastating weaponry will **fire you up!**

As the most decorated officer in the White Fang Ninja Force, it's up to you to command the infamous Robo Aleste War Machine. Avenge the barbarous wrath of the savage warlords who have ravaged your once supreme clan.

**Come home
a hero...**

or don't come home at all!



FIRE UP YOUR SEGA CD WITH OVER 500 MEGS OF SCORCHING ACTION!



Level Bosses abound! Some breathe fire, some launch tornadoes...and some prefer to skewer their opponents with double-edged Ninja blades.



Battle the elements and use your microwave dispersal beams to hose down the Chugoku Warlords' deadly, motion-sensitive electric centipedes.



Super weapon pick-ups along the way give you awesome firepower including flash phasers, blooming flower grenades and shuriken homing stars.



SEGA CD

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INTERNATIONAL NEWS

MORE CHANGES IN VIDEO GAME CONVERSIONS...

Most of us all know of the changes in *Ghouls 'N Ghosts* (the crosses removed), and those of *Sonic* (the Japanese one has more parallax.), but did you know about these two?

The awesome game of *Final Fantasy 2* that we know and love had two versions come out in Japan. Yup. And guess which one we got? The harder one has more difficult enemies, and an overall longer quest. There are more magics, and strange artifacts. A girl even sheds her clothes in this one!



This girl throws off her clothes in the Japanese "hard" version!

Cybernator is a cool action /shooter, but in the Japanese version (*Assault Suit Vulkan*) there is an additional cinema scene. Inside the Capitol, you meet the enemy president, and



Break through the Capitol, and find the enemy's president!

he commits suicide.

I think it's interesting to see these changes. I'd like to show more. What do you think? Do you think this info is cool?

TOSHIBA EMI OF JAPAN

BATTLE MASTER

SUPER FAMICOM

UNK. MEG

CARTRIDGE

Can't get enough *Street Fighter 2*-style brawlers? The latest one-on-one fighting game comes from Toshiba EMI who made *Super Back to the Future 2*. You get a choice of eight characters, all with special attacks, including a cyborg, a werewolf, an alien, a martial arts expert, and a couple of beautiful ladies with thunderous thighs. The player can go alone and face Xeno, the ultimate enemy, or fight a friend.



With a wide variety of fighters to choose from, it takes skill to master them.

Each character has some really dazzling special moves to do on his or her opponent.



TAKARA OF JAPAN

ARMORED TROOPER VOTOMS

SUPER FAMICOM

8 MEG

CARTRIDGE

This majorly cool 3-D robot shooter is based on a classic TV anime series that helped fuel Japan's mech craze that continues to this day. All the characters appearing in this game are rugged walking tanks called Armored Troopers. Your job is to pilot an AT in a wicked 3-D battle against other ATs on a smooth scrolling Mode 7 terrain. As the same DSP chip as *Super Mario Cart* is used, you can bet on extremely fast and intense run and gun action over eight radical stages. You can go it alone against hostile ATs, or slug it out with a friend in a split-screen viewing mode.

For a blitzkrieg of heavy metal action, this game looks to pack one mean punch!



Line up the enemy in your sights, then blast him.. It's a fight to survive.



In war, sometimes it's better to run than to fight against horrible odds.



The ground scrolls by quickly and smoothly. It's really impressive.



When the enemy is down, go in for the kill quickly, or you'll risk being slain.

GET YOUR KICKS ON THE GO!

TENGEN WORLD CUP SOCCER

Lace up your cleats and challenge the top soccer pros in the most exciting sports competition ever available on the Game Gear. 24 countries have come to claim the World Cup. Only one will go home a winner.

Kick a screamer past a gutsy Brazilian goalie. Dive on a live cannonball to stop an aggressive German ground attack. Take out a mean Italian mid-fielder with a slide tackle.

Come on, Hotshot. Get your kicks on the go...and bring home the World Cup!



You'll get a kick out of the hottest graphics and action ever on the Game Gear.



Goal kicks, shuffle passes, penalty kicks, defensive slides...do it all in a four-team elimination race for The Cup.



Italy, France, U.S., Mexico... Select your squad from 24 of the most recognized soccer forces on the globe.

Link up with a buddy for hot head-to-head action!

TENGEN
*It's a Whole New
Ball Game*

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THREE MORE TO GO...AVAILABLE NOW!



More customers, more neighborhoodlums and more windows to break than ever before!



Rescue the fair Princess through 12 levels of sword-swinging adventure!



They're bigger, meaner...and ready for another massive intergalactic invasion!

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INTERNATIONAL NEWS

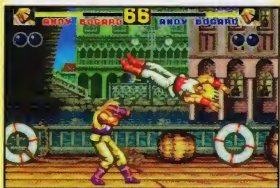
COMING SOON: THE PC ENGINE ARCADE CARD!

NEC Home Electronics will be launching the PC Engine Arcade Card, a D-RAM card for use with their Super CD-ROM units that packs 16 megabits of memory. Together with the 2 megabits of memory of their Duo or SCD systems, the card will jack up the total memory to 18 megabits. With that kind of memory, the frequency of CD access should be sharply reduced. The card can also be used with the older PCE CD-ROM together with a Super System Card, and a special adapter.



The old Super CD-ROM System card will soon be outdated.

The card is tentatively priced at 12,800 Yen (about \$110), and slated for December release in Japan. Hudson is said to be hard at work on CD versions of Fatal Fury 2 and Art of Fighting.



A favorite of mine, Fatal Fury 2, is rumored to be in the works.

The card is sure to make these CD systems the best out there. With the possibility of better games on the horizon, I simply can't wait!

TAKARA OF JAPAN

SUPER GAME OF LIFE

SUPER FAMICOM

UNK. MEG

CARTRIDGE

Life is just one of those games that lends itself so well to a video game system. Just like in the classic board game version, you simulate the average human lifespan. You can become filthy rich, or extremely poor. All sorts of things will happen, but the only two things certain are death and taxes. The video game version has plenty of humorous cinematics to speed it along. It looks good, and should come over here.



Once again, a board game makes it onto the video game format. This works!

You start out like everyone else: poor and uneducated, but willing to advance.



HUDSON OF JAPAN

FUUN KABUKI

SUPER CD-ROM

CD

CD-ROM

Fuun Kabuki follows the exploits of Danjuro Kabuki, an extravagant playboy who first appeared in the second installment of the monstrous Far East of Eden series of RPGs. This game is not the third in the series, but rather a side story on its own.

In this game you get tons of awesome cinematics, complete with recorded speech by noted cartoon narrators and one of Japan's hottest young actresses.

This game features a long complicated story line set in mystical Japan, hundreds of years ago. Fuun Kabuki is filled with deadly monsters in creepy caverns and majestic castles.

Due to the costs of translating and voices, this one probably won't come here. It's a shame...



The hero prepares to finish off some really killer foes in this cinema.



The whole battle turns out to be one big staged play!



Lost? Use a map to find your way through.

Search for useful items wherever you go.

"I'M NOT A FIGHTER PILOT, BUT I CAN PLAY ONE ON T.V."

It's an impossible mission: Disable Al Tamas and destroy the Kharham nuclear power plant. Yet somehow, sitting

behind the controls of the notorious MiG-29, the odds seem in your favor. Fly to the heavens and raise some hell...in the fastest-scrolling flight sim ever on the Genesis™.



You're in the cockpit with complete instrument panel, featuring radar and eject button...just in case!



Fly six grueling sorties over land and sea. Use your AS-8 guided missile to take out menacing gunboats.



Pull some serious G's and disarm the massive Arzarian arsenal, which boasts over 30 live SCUDS.



These skies are anything but friendly! Don't be surprised if you wind up in a dogfight with an enemy fighter.

MiG-29

FIGHTER PILOT

Sold and marketed in America exclusively by:

TENGEN



MiG 29 Fighter Pilot™ ©1993 Domark Group Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

INTERNATIONAL NEWS

SEGA'S JAL MEGAJET TAKES TO THE SKIES...

As of July, first class and business fliers on international flights of Japan Air Lines (JAL) can enjoy top Megadrive games on the specially developed JAL Megajet. The Megajet is essentially a compact Mega Drive with an integrated controller. About eight inches wide, the hand-held unit features a slot at the top for accepting Megadrive carts. It is hooked up to an LCD TV unit which is fitted in every seat. As the TV is stowed away during take-off and landing, there is no concern about it interfering with



Megajet takes the Mega Drive where it's never gone before.

the aircraft's vital flight instruments. JAL will make six hot games available for loaning, and you can also play your own games as well.

Unfortunately the Megajet will



With the ban of electronic games on many flights, this is a welcome sight.

not be available for the public. So if you want to play it, you'll have to fly with JAL internationally. Is it worth trying? You make the decision.

HUDSON OF JAPAN

BOMBERMAN '94

SUPER CD-ROM

CD

CD-ROM

Bomberman is a major favorite around here at EGM. It's addictive game play keeps us playing for hours. (If you don't believe me, try it yourself, along with a few friends.) The latest in this hot series takes new steps to make this the greatest Bomberman ever! New features include beasts to ride upon, and new ways of propelling bombs at the other guy. Don't miss an opportunity to try this one!



Look closely, and you'll see that the Bomberman now can ride blue critters.

Move over Street Fighter! Bomberman '94 explodes with all-out street wars!



TAKARA OF JAPAN

MIRACLE GIRLS

SUPER FAMICOM

8 MEG

CARTRIDGE

Here's a really cute action game that's a lot of fun without having to resort to the usual violent blood, guts and gore that horrify parents. Based on a popular TV cartoon series, this two-player game places Mikage and Tomomi, two high school students with psychic powers, in a fantasy world of bright colors and delightful enemies. The two girls have set off on their wondrous quest to save their kidnapped friends. Along the way, they encounter all sorts of strange enemies. What's neat is that the girls throw candy to get past their foes. You see, they slip by while the monsters are chowing down. Bosses are defeated by playing reflex or puzzle games. Great for younger players, especially girls.



Here is another game featuring a girl as the main character.



The graphics are very colorful and there is a lot of parallax scrolling.



Mikage explores the cartoony land in the clouds. Are her friends here?



Two players can compete in this game. It's a nice feature, isn't it?

This is a curve ball.



This is a changeup.



This is a fastball.



This is a cannon.



Humans and robots actually play side by side. Just be warned, the action is so fast and furious, your control pad might actually melt in your hands.



Exploding crackers dot the outfield. Hit one of these babies and, suddenly, you realize the bases aren't the only thing that's loaded.



Some of the coolest 16-meg graphics and digitized sounds ever on the Genesis. You'll definitely know if you're safe. Well, as safe as you can be in Super Baseball 2020.

Konan, pitcher, Battle Heroes: 156 mph fastball.



It's baseball, but it ain't hot dogs and apple pie anymore.

The smash-hit arcade game, Super Baseball 2020 comes to

Genesis. One or two players compete at mind blowing speed.

Just try and keep up with it.




Licensed by SNK Home Entertainment, Inc. for play on the Sega® Genesis™ System. Actual screen from Sega Genesis Version 2020 Super Baseball® is a trademark of SNK Corporation. Sega and Genesis are trademarks of Sega Enterprises Ltd.


TRICKS OF THE TRADE

CAPCOM	STREET FIGHTER II TURBO ★ ★
SUPER NES	FIGHT WITH NO SPECIAL MOVES ★ ★


How would you like to make the hottest fighting game around even more difficult? You can with this



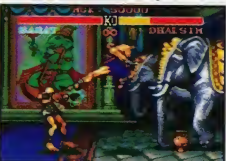
Now, see how good you are without the Dragon Punch!



Chun Li must rely on her kicks and fast moves to win.



What?! No electricity or roll? What's a Blanka to do?



Try using this Sagat without his special moves. It's tough!

special code. When the Capcom logo appears on the screen, enter this specific code: DOWN, R button, UP, L button, Y, B. Make sure to enter this code before the Capcom logo fades out. After entering the code, you will hear musical tones that indicate the code worked. Now, press START, set your options, and choose Turbo or a Normal game. Now

pick Game Start from the Title screen and choose any character. This will not work in the VS. mode. When you go into the game and fight any character, your computer opponent will have all of his special moves, but you will be without any of your special moves for any character you choose. Beat the game and look for a special ending.


CAPCOM	STREET FIGHTER II TURBO ★ ★
SUPER NES	6 FASTER TURBO SPEEDS ★ ★


This incredible trick will allow you to choose six faster speeds in Turbo mode for a total of ten hyper speeds! To do this trick, you must have controller 2 plugged in. As soon as you turn the Super NES on, wait for the Capcom logo to pass. Then as the huge word "TURBO" scrolls across


the screen, take controller 2 and press DOWN, R button, UP, L button, Y, B. You will hear musical tones indicating the trick worked. Now, get to the Title screen indicating three choices: Turbo, Normal or Option. Move the cursor next to Turbo and


continuously press RIGHT on the control pad. You will now see that you can increase the stars past the initial four, all the way up to ten stars! The highest star setting in this mode is insanely fast!

Pat Dolan
Rockford, IL









**BULLET
PROOF SOFT.**

YOSHI'S COOKIE



SUPER NES

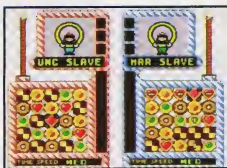
4 NEW VS. MODE CHARACTERS

If you would like to play against four new characters in the VS. mode, do this trick. On the Title screen, select the VS. mode. When you get to the VS. options screen, select the mode on COM, and then press and hold these buttons in this order: L button, R button, and X. With all of these held, press the START button. You will hear the game say,

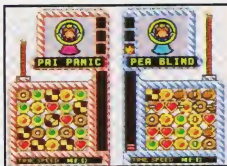
"Yoshi!" Now press START and you will get to the character selection screen. Choose your character and name him/her. Now, choose your opponent and start the game. When you begin, you will notice that your opponent character will turn out to be a different color. This alter ego colored character will prove to be a much more difficult character to



After selecting the VS. mode, set it on COM and do the trick.



You will be able to access 4 difficult alter ego characters.



play against. Once you are trapped by one of their Events, they will last (at least) twice as long as the normal character's events. Use this code only if you want an incredible challenge!



Greg Graham, Ida Grove, IA

ACCLAIM

ALIEN 3



SUPER NES

LEVEL PASSWORDS

Here are the passwords for every stage in the movie-to-game conversion of Alien 3.

**STAGE 2:
QUESTION**

**STAGE 3:
MASTERED**

**STAGE 4:
MOTORWAY**

**STAGE 5:
CABINETS**



When you start the game, choose the Continue option.



Put in the password of your choice to enter new levels.

**STAGE 6:
SQUIRREL**

When you begin your

game, press START to skip the introduction. This will take you to a menu with three choices. Pick the Continue option from this menu and press START. The Password screen will appear. Choose the appropriate code to access the level you want to play. The Trickman will leave the password for the ending of the game up to you to find. We've taken you this far. You can do the rest.

**He's
fast. He's
crazed. He's
cracked! He's
got hair with an
attitude. Run for
Rocky Rodent.**

**Before your video
game store runs
out!**



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1	12	13	14	21	22	23	24	31	32	33	34	41	42	43	44
54	55	52	51	74	75	72	71	64	65	62	61	84	85	82	81

— = WARP

— = SUB-WARP

WARP 1-2 TO WORLD 2

Find this at level 1-2 where Mario can jump onto the stairway of bricks. Run along the top and jump across to the warp.

**WARP 1-2 TO WORLD 3**

Look for the special brick (circled in the picture) and this will lead you to a vine. Climb the vine and go right to find the hidden warp.

**WARP 1-2 TO WORLD 4**

From the top of the bricks, fall onto this pipe and go in. Go right until the lava. Reveal the hidden blocks to get the warp.

**WARP 3-1 TO WORLD 1**

Use the spring and the jump button on level 3-1 to propel Mario over the flag, past the next entrance and to the world 1 warp zone.

**WARP 5-1 TO WORLD 6**

Find a pipe with a bonus mushroom in it to make Mario big. Refer to these scenes to climb the hidden vine. Go right for a warp.

**WARP 5-2 TO WORLD 7**

Jump across the three elevating platforms to the top of the bricks. Run and jump all the way across to get to the warp zone.

**WARP 5-2 TO WORLD 8**

Jump on the first rising platform and hit this block (circled in red). A vine will come out leading you to the beginning of World 8.

**WARP 8-1 TO WORLD 5**

Go down this pipe. Swim through the water and go through the pipe on the right. You'll get the warp to 5. Look for more worlds!



Look for the secret warps in levels A, B, C and D in the Next Wave section!

LJN

WWF ROYAL RUMBLE



SUPER NES

GAIN THE ADVANTAGE

This awesome trick will give you the advantage over the wrestling match. First, start the game and pick Tournament mode or One Fall mode. Next, choose your character and your opponent. When the match starts, try knocking down your opponent so he will not be in the way. Next, position your wrestler in line and level with the referee. At this

point, press and hold the Y button. If you hold it for a long enough time and the referee doesn't move, your wrestler will run straight into the ref, and knock him down. This will give you a chance to take down the other wrestler's life bar with cheat moves. While the ref is lying on the mat, move next to your opponent and press the top L button to do an eye gouge



You can do the trick in the One Fall or Tournament mode.



Use the cheat moves to your advantage and go for the pin!



and the top R button to choke the other wrestler. You can take down your foe's life bar immensely with these moves, and you will gain the advantage to go for the pin and win!



Dave Homenuk, Ontario, CAN

SOFTWARE
TOOLWORKS

MARIO IS MISSING



SUPER NES

GET TO THE LAST BOSS

First, go to the Title screen. Choose "Continue Search." Seven round spheres will appear under this option and you will be able to enter the last boss

password here:

ZPF★M86

This great code will take you all the way to the last boss of the game. You will have to jump on his head six times to defeat him. If you succeed in doing so, you may exit via the door that the boss came in. After a long and difficult search, you will be able to free Mario and be rewarded by watching a spectacular cinematic ending to the game.



At the title screen, pick the option to "Continue Search."



Enter the password within the red spheres underneath it.



This will take you to the last boss. Now, rescue Mario!



**YIELD TO
RODENT**

**He's a hairball
on wheels.
A rodent with an
attitude. A head-on
collision with what's
happening. Catch
Rocky Rodent at
your local video game
store—if you can move
that fast.**



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SEGA	CYBORG JUSTICE ★★
GENESIS	SECRET OPTION MENU

This trick will give you an awesome, new option menu in the middle of the game! First start your game. Next, make your cyborg in the assembly room. Go into the actual game and pause it after you begin game play. At this point, press these buttons very quickly in this order: C, B, B, C, C, A, C, B. If you have done this correctly (keep trying), a

brand new options screen will appear. These options are incredible, as you can do so many things such as change your weapon, select your level, increase your lives (up to 255!), restart the level, choose the game mode, add or take away players, record your own demo and much more!

Kevin Awalt
Somers, N.Y.



In this room, make your cyborg and start the game.



In the game, pause and do the code for the secret options.



BULLET PROOF SOFT.	YOSHI'S COOKIE ★★
SUPER NES	SELECT EXTRA ROUNDS

You might have thought that this game stopped after you completed Round 10. But there is a code after completing the stages within these rounds

to play up to round 99! To select these extra rounds, use controller 1 and choose the Action option from the Title screen. On the Action menu, put the

Round number on 10, the speed on high, and the music type should be off. Now, take controller 2 and press and hold the L button, R button, SELECT and START. You will hear the game say, "Yoshi!" At this point, you can change anything you want on the

Options screen to the preferences you desire. Now you can change the Round past 10; all the way up to 99! This means hundreds of new levels are at your disposal! The cookies are now game characters too!

Brian Carroll
Prattville, AL



ATLUS	SUPER VALIS IV ★★
SUPER NES	SKIP TO HIGHER SECTIONS

Once you get to Act 3 of this game, you can do an amazing thing. You can actually skip to higher sections of the game. You must be at Act 3 or above. Once you get there, just press UP and SELECT simultaneously during the game play. You will be automatically transported to the very next section.

Gary Cheung
Mesa, AZ



TRICKMAN IS GROUNDED!!

It appears that our hero of the highway has gone too far, too fast, once too often. After leaving a long trail of speeding tickets and accident victims, Trickman's auto insurance company has given him a pink slip. To get a new policy will cost mega-bucks and the only way poor Terry will be able to afford it will be to cut back on his food budget! That means he is back to his spam and twinkles meals. He also has to be a good driver for a while and the only way to get him to concentrate a little more on his driving is to make his job as Trickman as easy as possible. How about it? Send him your best. If we use it, you'll be immortalized in the pages of EGM and get a game for your favorite system! What are you waiting for? Send your gaming goodies to: Tricks of the Trade, Sendal, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

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ARENA

MORTAL KOMBAT



GENESIS

ALL BLOOD AND FATALITIES

You may have thought that the blood was taken out of the Genesis home version of Mortal Kombat. Well, it's no more Mr. Nice Guy, because this code will give you all of the blood and original fatalities as they were meant to be, from the arcade! When you see the screen come up that talks about "Codes of Honor," do this code with controller 1: A, B, A,

C, A, B, B. After you do this, the words on the screen will have a red tint, and you will hear Scorpion's voice say, "Get over here." This will confirm that the trick worked. Choose your characters for a one- or two-player fight. You will now notice that when you do certain powerful moves, the blood will fly! If you do a fatality to your opponent (depending on the charac-

THE WORD "CODE" HAS MANY DIFFERENT MEANINGS. IN THIS INSTRUCTION MANUAL IT IS DEFINED BY A SYSTEM OF MORTAL KOMBAT. THE COMMANDS RESPECT EACH OTHER. NO MORTAL WILL BE ABLE TO ENTER THE CODES OF HONOR. THEY HAVE FOR A CODE OF HONOR. ANOTHER TYPE OF CODE COULD BE DEFINED AS AN ARBITRARY SYSTEM OF SYMBOLS FOR TRANSMITTING MESSAGES. A SECRET CODE. MORTAL KOMBAT ADVISES TO MANY CODES, BUT DOES IT CONTAIN ONLY

THE WORD "CODE" HAS MANY DIFFERENT MEANINGS. IN THIS INSTRUCTION MANUAL IT IS DEFINED BY A SYSTEM OF MORTAL KOMBAT. THE COMMANDS RESPECT EACH OTHER. NO MORTAL WILL BE ABLE TO ENTER THE CODES OF HONOR. THEY HAVE FOR A CODE OF HONOR. ANOTHER TYPE OF CODE COULD BE DEFINED AS AN ARBITRARY SYSTEM OF SYMBOLS FOR TRANSMITTING MESSAGES. A SECRET CODE. MORTAL KOMBAT ADVISES TO MANY CODES, BUT DOES IT CONTAIN ONLY NOW ENTERING KOMBAT

At the "Codes of Honor" screen, do the trick.

This will turn the words red, and you now have blood.



ter), you will notice that some of them have changed, and have more gore than before!

Note: The trick was done on a pre-production copy of the game. This trick may be in the instruction manual or may be changed in the production copy of the game.



Use this code to perform the fatalities with all of the gore!

ARENA

MORTAL KOMBAT



GAME GEAR

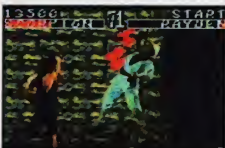
ALL BLOOD AND FATALITIES

It's true! Now you can put in a code to give you the blood and fatalities on the Game Gear portable system! To do this, wait for a few screens in the beginning of the game that talk about "Codes of Honor." When you get to the last screen that asks you if the game contains any codes, press the pad and the buttons in this order: 2, 1, 2, DOWN, UP. You will then be con-

firmed that the trick worked. Play a normal game with any character and start fighting. You will see that with certain powerful moves, the blood will be flying! The fatalities are also more like the arcade version with this code. Hook up a cable and another Game Gear, and you'll have a two-player portable fighting fest including the gore.

ANOTHER TYPE OF CODE COULD BE DEFINED AS AN ARBITRARY SYSTEM OF SYMBOLS FOR TRANSMITTING MESSAGES. A SECRET CODE. MORTAL KOMBAT ADVISES TO MANY CODES, BUT DOES IT CONTAIN ONE?

Look for this screen and then put in the code for blood.



All of the gore has been kept intact. Finish him!

Note: The trick was done on a pre-production copy of the game. This trick may be in the instruction manual or may be changed in the production copy of the game.



Get ready to "Rocky" and roll. This is hair-raising action in fast forward. Get **Rocky Rodent** today at your local video game store. And don't forget your hairspray.

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August, 1993
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SF II TURBO
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who's in a class by itself.

Bill Walsh captures the character of the college game. The triple

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EA SPORTS
P R E S E N T S



BILL WALSH COLLEGE FOOTBALL



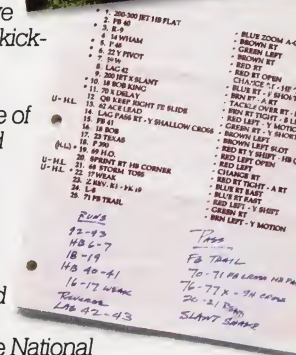
Proactive
Discipline Or
**MADDEN
FOOTBALL**

By JIM SIMMONS AND HIGH SCORE PRODUCTIONS
Licensed by Sega Enterprises Ltd. for play on the SEGA® GENESIS™ SYSTEM

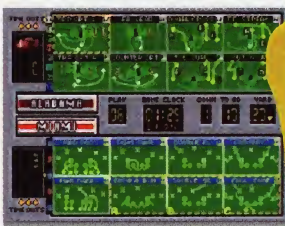


In designing this game, Bill Walsh has definitely done his homework. The famed Stanford coach has scripted a variety of gameplans. So you have the best line of attack to kick-off the game. Bill's also scouted all the teams. Giving you a gold mine of insider information and team tendencies.

It's the fastest, most explosive football yet. Bluff your plays. Set your own audibles. Make the right calls and you could wind up #1 in the rankings after the National Championship 16-team playoff tournament.



Run all the classic college plays. Like a highstepping tailback behind a wall of student body blocking.



It's a much faster game with one-step play calling. You can also bluff plays and set your own audibles.



Now the hits are bigger than ever. If you turtle the running back, he stays on his back.

The action's never been more in your face. Reverse angle replay and panning stadium cams deliver a closer view of the field. So the players are bigger, the hits more intense.

Call (800) 245-4525 anytime. And choose the number one team in college football.

EA SPORTS

If it's in the game, it's in the game.™



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NEXT WAVE

NEW SOFT NEWS

Still overwhelmed by the sheer number of new games at the Summer CES, we continue to bring you more news on the latest developments from around the country.

Sega is increasing the number of Game Gear games with some really big name titles. Expect to see Ren & Stimpy in Quest for the Shaven Yak, and X-Men fighting Magneto again.

For the Genesis, Shadowrun, an action RPG, and Ranger X, a top-notch action game, will be brought out by Sega.

Did I mention that Jurassic Park for the Sega CD is nearing completion, and looks better than ever?

The Super Nintendo seems to be getting stronger all the time with a whole slew of hot new titles coming out soon.

The third in the Star Wars game series by LucasArts; Super Return of the Jedi is on the drawing boards.

Really big news is that Tecmo has announced that they will be making Super Ninja Gaiden, and it could be ready by the 4th quarter of 1993!

Electronic Arts is hard at work on Madden '94, and NHLPA '94, along with a full complement of 3DO games. Looks fun!

Sunsoft has big news for fighting game fans, as well as the show; Kung Fu: the Legend Continues will be translated to game form. Things look good no matter what system you have. What's next?

TENGEN

AWESOME POSSUM

GENESIS

UKN. MEG

CARTRIDGE



Pitfalls can appear beneath your feet unless you are fast enough.

Tengen has created a comical character for the Genesis named Awesome Possum. One of the most outstanding features of this game is the quality and sheer number of the voices. Throughout the adventure "Possum" will say a multitude of hilarious things.

The story is simple. Some majorly evil dude is trying to pollute the world, and you must stop him and his baddies before it's too late and everyone dies.

The game play is quite similar to the ever popular Sonic the Hedgehog, and has a number of surprises that'll delight any player. The levels are unbelievably long, and only a handful of checkpoints will save your hide. Gain points and collect lives by picking up and recycling cans and plastic bags. In between levels you can earn a lot of points by answering a question posed to you by your animal friends.

Awesome Possum is an entertaining cart, and if you enjoy games like this, then you are sure to love this one. The voice simply makes this game. Awesome Possum is outstanding.



Watch for hidden traps or you'll hurt your rump on them!



By rolling into a ball, you can attack enemies more efficiently.



Swim underwater in search of the toxic pollution and its sources.



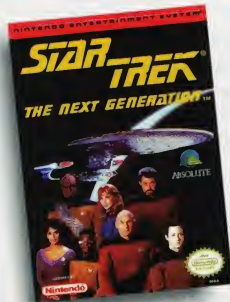
Ride the Manta Ray to get past the lurking enemies unmolested.

STAR TREK®

THE NEXT GENERATION™



"The U.S.S. Enterprise"™ is yours to command!"



COMING THIS FALL!



Nintendo

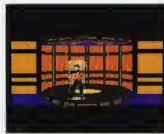
NINTENDO ENTERTAINMENT SYSTEM

Captain Jean-Luc Picard welcomes you, a top-rated cadet at Starfleet Academy, to the most intense training session you'll ever experience: the Advanced Holodeck Tutorial!

The Holodeck's computer simulations put you at the helm of the Galaxy Class Starship Enterprise—all of its power and crew await your orders. You'll embark on a series of missions assigned by your instructor, Captain Picard, but only you can make the life-or-death decisions required of a Starfleet officer!

With different missions on the NES™ and Game Boy, the possibilities are as limitless as the universe itself!

Designed by Mark Beardsley & Gregory A. Faccione



An intruder has infiltrated your starship; contact Chief O'Brien to beam it off!



A Romulan armada moves in for the kill—aim phasers and fire!



The U.S.S. Enterprise™ is under attack! Order Lt. Worf to raise shields!



Receive your mission orders from Captain Jean-Luc Picard himself!



ON SALE NOW!



ABSOLUTE.



GAME BOY

EXTREME

BATTELECH

GENESIS ACTION CARTRIDGE

Coming to the Genesis in cartridge and CD form, Battletech will satisfy anyone's hunger for mech combat. Based on the popular FASA simulation/RPG, you are a mech pilot, controlling one of many powerful armored suits.

In the one-player mode, you start off as a rookie mercenary for a Bandit Kingdom, but soon you face off with the nastiest of adversaries: the Clans! In this mode there are 25 different missions, and 5 different terrains.

A bloodthirsty two-player mode is also possible. Picture two giant mechs circling one another, and dishing out astonishing amounts of firepower. Cool, huh?

There are all kinds of enemies in this game, from the the old favorite (the Marauder) to the latest in Elemental design. You'll definitely have your hands full. Just don't overheal!

Battletech depicts the board game version extremely well. The graphics are very good, and if you play the game already, you'll see some familiar sights. Battletech is a nice change from the average shoot-'em-up.



Take your pick from a number of top-of-the-line mechs.



Take to the battlefield and prepare yourself for intense mech combat.

IREM

UNDERCOVER COPS

SUPER NES ACTION CARTRIDGE

Still sizzling from the arcades, Undercover Cops is coming home to your Super NES! This hot fighting cart features two-player simultaneous play, and a whole slew of cool moves. As an undercover cop, attempt to break up the crime families and drug rings. To protect and serve is your motto, to punch and kick, that is your way. So get on with it!



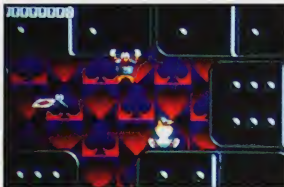
Use some really flashy kicks to wipe out your opponents.

AMERICAN SOFTWARE

SUPER JAMES POND

SUPER NES ACTION CARTRIDGE

James Pond makes a big splash on the Super NES with a great new adventure. This time around, our hero uncovers the insidious plot of Dr. Maybe's efforts to sabotage the world's largest toy factory. What will our hero do? Fight your way through 8 fun-filled levels to save Toyland from utter destruction. Are you fish enough for this game?



Hang on for dear life James Pond, or there won't be another sequel!

MINDSCAPE

WING COMMANDER: THE SECRET MISSIONS

SUPER NES

SHOOTER

CARTRIDGE

If you thought you were good because you survived the first set of missions for Wing Commander, you've got another thing coming!

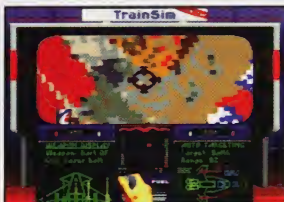
In the grand tradition of space combat comes Wing Commander: The Secret Missions. These missions are hot! Lightning fast enemies will shoot you down faster than you can blink.

Tackle a training simulator, or if you want to play with the big boys, take off into the freefall of space. There are all sorts of fighters, and you must learn the styles of each one.

The Super NES version plays much like the computer version, with very little missing. The graphics are loaded with Mode 7 scaling, and are a sight to behold. This game is not easy!



In space, the dynamics of combat are vastly different from aerial battles.



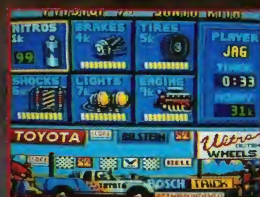
At times the enemy gets up close and personal. That's when you blast him!

IVAN STEWART'S SUPER OFF ROAD™ The BAJA

When we cross the finish line, you'll be dusting yourself off!



Compete against Ivan in The Mexican 250, The Ensenada 500 and The Baja 1000! Each patterned after the actual racecourse!



Incredible sound & graphics in Mode 7
Perspective for 1 or 2 players!



2400 South Highway 75,
Corsicana, TX 75110

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**TRADEWEST
SPORTS**

ACCLAIM**ITCHY & SCRATCHY****SUPER NES ACTION CARTRIDGE**

The deadliest game of cat and mouse is about to come to your Super Nintendo. Featuring those two cartoon characters on the Simpsons animated TV show, you can now share in their mischievous antics. Itchy & Scratchy is about a cat and a mouse. Each one dreams of the other's demise, and if you watch the show, you know that a lot more than fur often flies.

This action-packed game isn't really playable yet, so more aspects could be added at a later date.

In this game you take the part of Itchy, the mouse of mayhem. Throughout the game you taunt, hurt, cripple and maim Scratchy. Sounds pleasant, doesn't it?

Like I said before, the game is not quite done. All that has been seen are a few demos, featuring the dynamic duo chasing each other across the screen. However, if what I saw is any indication of what's to come, it'll be a blast. The graphics are just like the show, and the animation is really good. Right now I have no idea how the playability is, but as the news comes I'll give it to you.

If Acclaim does it right, this could be one of the funniest games in a long time. If you like these crazy characters, wait for this game; it should be worth it. Don't forget to look in EGM for more information later, as we obtain more news on this very comical game.



Scratchy seeks out Itchy, with the intent to maim him in the process.

U.S. GOLD**GUNSHIP****GENESIS****SHOOTER****CARTRIDGE**

Chances are that this game will be coming out rather soon, and if it does, I think you'll like it.

You are in control of a heavily armed helicopter. You are the deadliest force in existence. Pilot deep behind enemy lines in such hot spots as the Middle East, and accomplish a wide variety of missions. These will range from seek and destroy, to hostage rescue. Things will definitely heat up once you enter the danger zone.

The opposition has anti-aircraft cannons, attack choppers, and LAW toting infantry. Overall, not a bunch of nice guys.

The graphics look top-notch, and the cinematics are done well too. I also like the ability to choose your flight route. A pretty snazzy cartridge.



Rescue hostages from a heavily armed installation. Very hairy!



Fight off enemy choppers in an aerial duel to the death!

HUDSON SOFT**INSPECTOR GADGET****SUPER NES****ACTION****CARTRIDGE**

The popular cartoon sleuth of the past has returned. This time around, he's on the Super NES. It seems that the vile M.A.D. organization has started up again, and Dr. Claw has kidnapped Penny.

Like the show, Inspector Gadget has a broad variety of robotic enhancements to get him out of trouble. The sinister agents of M.A.D. are everywhere, and the Inspector must follow clues to take him to where Penny is being held. It won't be easy, though.

Inspector Gadget is a great action cart, and being a fan of the show, I found myself having a lot of fun with it. It plays well, looks like the actual cartoon, and requires a lot of technique. Hudson seems to have done a great job on this one. I recommend it.



Obtain notes from your chief to help you follow the plot line.



The M.A.D. agents may be powerful, but you are stronger.



OK!



Who Left The Door Open?

"Brain Bustin', Thumb Crampin'
Excitement!"

Electronic Gaming Monthly

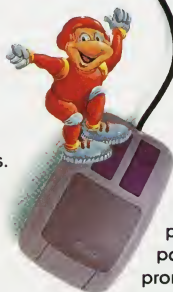


Also playable with Super NES controller!

"The thinking man's action/
platform game" *DIE HARD GAMEFAN*

They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lazy sorcerer's apprentices. The great magician Divinius barks a simple order: "Clean out the cellar!" But NOOOOO!, they do the stupidest thing they could possibly do, they open a box labeled...

WARNING!
Instant Magical Troddlers
May Zombify If Allowed To Teleport



"Troddlers joins Lemmings
at the top" *GamePlayers*

"Hey, maybe these Troddler dudes will help us do the work," they thought. Wrong! They Bail! Right through the teleporter door - hundreds of 'em! Divinius will park their butts in a sling if they're not back pronto! 175 levels of fast, funny, frazzling excitement! Round up those Troddler dudes before they get ZOMBIFIED. You'll work like a dog, but you'll love every minute of it!

SEIKA
Breakin' All The Rules™

WORKING DESIGNS

LUNAR

SEGA CD RPG CD-ROM

Those of you who are searching for a good RPG for the Sega CD, look no further. Lunar will be coming to the States compliments of Working Designs. The quest is an epic one, spanning many countries. Hideous monsters stalk the realm, killing countless people. It is up to you to get together a party of warriors to free the land from the ravaging evil.

Lunar is an above average RPG. And seeing how few RPGs there are, this one fits in nicely. The world is very similar to that of Phantasy Star, where medieval weapons are combined with futuristic items. Lunar pushes the Sega CD to the limits with its great expanse of land to explore. I'm ready, are you?



Social places are great for obtaining clues to advance in the game.



What lies inside the giant crawler? Explore its depths to find out.



Battle scenes are long and involved. Winning takes strategy.

KANEKO

FIDO DIDO

GENESIS ACTION CARTRIDGE

Kaneko has swiped the rights to Fido Dido, the popular cartoon character I bet you've seen on TV. Fido Dido is basically a side-scrolling action game.

For being a Genesis game the graphics really shine, and the animation looks good. The music is done well, too. If you need another comical action game, this one's coming out soon.



Life as a black and white cartoon has never been easy in today's world.

SADDLEBACK GRAPHICS

MY PAINT

SEGA CD EDUC. CD-ROM

To compete with Mario Paint, Saddleback Graphics has come up with My Paint. This massive CD game features a whole slew of drawing designs and things to try. Think of it as one big coloring book, and you'll have a good idea of what this game is.

My Paint looks like it'll be a lot of fun. The things to try are limited only by your imagination.



Choose one of the many coloring books to draw in. There's lots to do!

VIC TOKAI

LOCK ON

SUPER NES

SHOOTER

CARTRIDGE

If you want to storm the skies in the deadliest planes around, take a gander at Lock On by Vic Tokai. This brutally vicious game of aerial combat features three sleek fighters. They're armed to the teeth, and fast to boot.

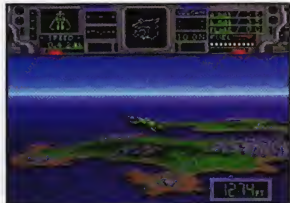
Choose from the flashy F-14 Tomcat, the hulking A-10 Warthog, or the Royal Air Force Tornado. All are prepared to do the job, but are you a good enough pilot?

When I said these planes were tough, I wasn't kidding. They have stealth technology, Sidewinder missiles, and even Tactical Nukes! Think you can handle all that?

Lock On is one of the better simulation/shooters out there. Try it, you might like it.



High in the sky, you can get a perspective on your current location.



Strafe the enemy settlement. Aren't you glad you brought along a nuke?

Freakin' Awesome



"Super Turrican will give you the worst beating of your video game life!"
GAMEPRO Magazine

"One of the best"
Electronic Gaming Monthly

"Blazing graphics, Dolby Surround™, and smooth action make this the best Turrican ever"
Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turrican™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature **Dolby Surround Sound™**, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.



VIC TOKAI MAZIN SAGA

GENESIS ACTION CARTRIDGE

You may know him as Tranzor Z, or the Great Mazinger from Shogun Warriors fame, but now this cool character has his own video game. The game is called Mazin Saga: Mutant Fighter, and it is an all-out battle against vicious hordes too deadly to describe.

In your favor, you have two swords that can slice 'n dice nearly anything apart. The problem is getting close to the roving mutants.

Mazin Saga: Mutant Fighter is a fast-paced side-scrolling fighting cart. It plays well, and the graphics are crisp and clear. Being a personal fan of the robots created by Go Nagai, this game was an extra-special treat. Very cool.



Isn't this guy one of the coolest robots around? Most definitely.



This fearsome foot will stomp on the ground, and possibly on you!



As you play, you'll notice that the bosses get bigger and bigger.

SEIKA LEGEND

SUPER NES ADVENTURE CARTRIDGE

In an attempt to reclaim the Kingdom of Sellech, the wicked Prince Clovis has summoned the evil soul of Beldor, a terrible warrior. To save the land, you set out to fight the many minions of the prince, so that Beldor might be contained once again. Travel through swamps, dungeons, and even storm the castle.

Legend contains side-scrolling fighting action, and has superb graphics. The music is done quite well, and the sounds aren't too shabby either. This one was at the Summer CES, and it played very smoothly. Seika is paying a lot of attention to detail to make Legend one of the top action/adventure games. Look for this one when it comes out; I'm sure you'll be surprised by this cart.



Attack without fear. Your sword can deal with any foe you may encounter.



Struggle through the oozing green slime to get farther in the dungeon.

VIRGIN YOUNG MERLIN

SUPER NES ADVENTURE CARTRIDGE

In a bizarre cross between King's Quest and the Legend of Zelda comes Young Merlin. As the young wizard, you must embark on a journey through a mysterious land to prove your magical prowess.

As the game goes on you learn more and more magic. Riddles and mysteries abound, but the strange thing is: there are no words in the game. Different, isn't it? "But how do I gain information?" you might ask. The plot is revealed through a series of cinematic displays that are very well depicted.

The graphics are impressive, and the originality of the adventure is truly a delight. The sounds are whimsical, and the many riddles are fun to solve. It's a hit!



Start out from your home. Make sure you are prepared for what lies ahead.



Throw a gem into the water for something magical to happen.

"Commit too soon
and you'll wind up
getting burned."

- JOHN MADDEN

(This was probably commentary on a mistake in the secondary, but it
certainly applies to anyone even remotely considering another
football video game. Madden NFL® '94 for Sega™ Genesis™ and Super NES®
hits the stores November 19th, Madden Football Friday.)



IF IT'S IN THE GAME, IT'S IN THE GAME™

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Super NES® is a trademark of Nintendo of America Inc. EA Sports™ 4-Way Play™ and If it's in the game, it's in the game™ are trademarks of Electronic Arts.

VIRGIN

OUT OF THIS WORLD 1&2

SEGA CD	ACTION	CD-ROM
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Alright Out of This World fans, here is the game that you've all been waiting for. This mega-massive Sega CD game not only has the first adventure in the alien world, but also a never-before-seen sequel as well. That means twice the adventure, for about half the price!

You probably know the plot to the first game. You are a scientist who unwillingly becomes part of your own experiment when lightning strikes the lab. You must then learn to survive in a harsh alien world where death can come at any moment. At the conclusion of this terrific adventure, you were left hanging. Both you and your alien friend flew off on the wings of a serpent.

The sequel continues right from this point. In entails the struggle to get back home, and the battle against the evil aliens. This game is totally cool.

With CD sound and music, this game really stands out. The graphics are just as good, and it plays well too. Out of This World can't get much better than this. A wise choice for CD owners.



Your alien friend is trying to evade capture by the other aliens.



The aliens are plotting something much bigger than you can imagine.

TITUS

PREHISTORIK MAN

SUPER NES	ACTION	CARTRIDGE
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The one thing Prehistorik Man wants is food, and when the nasty Gorilla-Rap raids his meatlocker, he sets out to get his food back!

Prehistorik Man is a comical quest through Hungerland. It plays similar to the Mario games, except that you have a variety of tools at your disposal. The graphics are good, and the game shows real promise.



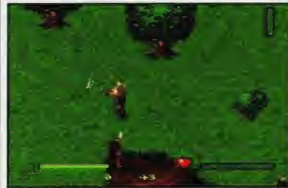
Chase down these tasty critters; they will make great meals. Yum!

MICROPROSE

AIRBORNE RANGER

SUPER NES	ACTION	CARTRIDGE
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Microprose is in the process of making Airborne Ranger, a combination of an action game and a shooter. First, you fly down into the danger zone in a lightning quick fighter. Then, it's you and you alone trying to eradicate hostiles within the marked battlefields. This game has impressive animation similar to Dracula. This game is snazzy.



Hunt down the opposition in the jungles of some faraway country.

NAMCO

SUZUKA 8 HOURS

SUPER NES	SPORTS	CARTRIDGE
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If you've been to the arcades lately, you've probably seen this very cool motorcycle racing game. Entitled Suzuka 8 Hours, you and an optional friend can go against each other in one of four modes of play.

You can have a one-player Circuit mode, or a one-player Battle mode. Or if you really want a war, you can go against a second player in a head-to-head race, or in a two-player Battle mode.

There are six tracks, filled with hair-pin turns, high-speed chases, and others threats. Six bikes are available for you to master.

This could be one of the better racing carts around. Namco put a lot of effort into it. So if you like racing, it'll be worth your while to check this one out.




The Circuit mode offers some of the finest racing around.



Two players can maul each other in the Battle mode.

"There's no such
thing as a
one-man team."

-MICHAEL JORDAN

(Of course, this was in no way meant to be an endorsement
for our new 4-Way Play™ adapter coming next month. 



IF IT'S IN THE GAME, IT'S IN THE GAME™

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MARVEL
COMICS



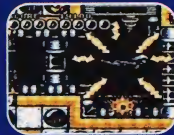
**YOU'RE IN FOR A
SHOCK, WEBSLINGER!**



**STOP JUGGERNAUT'S
RAMPAGE**



**BLAST MASTER MOLD
WITH OPTIC BEAMS!**



**UNLEASH YOUR
LIGHTNING STORM!**



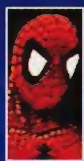
**OUTRUN THE
LETHAL DOOMBALL!**



TM

X-ACT YOUR REVENGE!

X-MEN™ X-CITEMENT X-PLODES WHEN YOU TEAM UP WITH SPIDER-MAN® FOR THE FIRST TIME EVER IN ARCADE'S REVENGE! NOW ON GENESIS™!



SPIDER-MAN®



WOLVERINE™



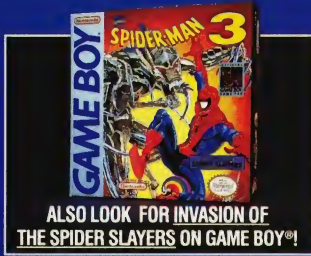
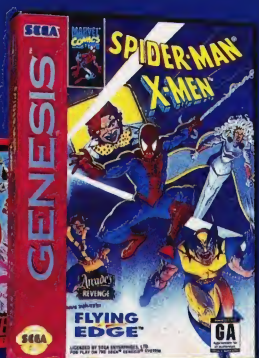
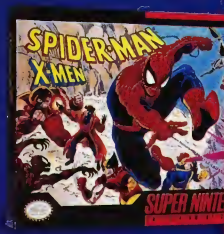
CYCLOPS™



STORM™



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BEHIND THE SCREENS

A Game Creator & A Music Maker

This month EGM brings you a unique exclusive. We've not only tracked down one of the hottest video game programmers in Japan - Masaya Hashimoto, we also caught up with one of the most dynamic vid game music composers, Yuzo Koshiro. We asked them about how they got started in this line of work, and more specifically about their involvement in the highly anticipated title from Enix - ActRaiser 2.

EGM: It's quite an honor to have the opportunity to interview both of you. To keep it simple, we'll start out with some basic questions that you both can answer. Then we'll get into some specific questions covering each of your areas of expertise.

First of all, how old are you? How much schooling have you had?

Hashimoto: I am 32 years old and completed my high school education. I studied programming at a private school. I began programming at age 22.

Koshiro: I am 25 years old, I began composing music when I was 19.

EGM: With ActRaiser 2 being a sequel, did you try and build on what

already existed, or break new ground with your music/programming?

Hashimoto: With ActRaiser 2 a sequel to ActRaiser, I have tried to keep the story line as a continuation of the original. The game play for ActRaiser 2 will be power-packed action.

Koshiro: The musical content is a continuation from the original ActRaiser.

EGM: Do you play a lot of video games? If so, what are your favorites?

Hashimoto: Yes. The reason I became interested in the industry was because of video games I

played. Meeting up with the video game Space Harrier from Sega changed my life!

Koshiro: Of course, I play quite frequently. Street Fighter 2 is my favorite.

EGM: And now some questions specifically for Mr. Koshiro. What equipment do you use to create game music? What did you use for ActRaiser 2?

Koshiro: I normally use an NEC 8801 PC. For ActRaiser 2, I am using the NEC 9801 PC along with a Yamaha



Masaya Hashimoto

TG-500 synthesizer to compose the music. From there, I use a Sony News Workstation to convert the composed music to the Super NES.

EGM: Despite all the advances in keyboard technology, an artist still needs inspiration to make music. Where do you get yours?

Koshiro: Normally, the game screen, but in the case of ActRaiser 2 I received most of my inspiration from classical music.

EGM: When you do usually compose music for a game: before the game is produced, after the game is finished, or during development?

Koshiro: I either compose the music as the game is developing or slightly behind the development.

EGM: Do you play a lot of video games?

Hashimoto: "Yes. The reason I became interested in the industry was because of games I played...Space Harrier from Sega changed my life!"

Koshiro: "Of course, I play quite frequently. Street Fighter 2 is my favorite."

EGM: Do you try and match your music with the game action? How important is this inter-relationship to you?

Koshiro: Matching the music with the game is most important. Simply because through the use of background music, you can excite and stimulate the game player. Would you be motivated to play a fighting game using a waltz tune for the music?

EGM: Good point. Now a few questions specifically for Mr. Hashimoto. What do you consider your biggest challenge as lead programmer for a game such as ActRaiser 2?

Hashimoto: Obviously the most difficult challenge is to excite, energize and impress the game player. That's

Yuzo Koshiro is revered much as a rock star is in the U.S. Below his photo are a number of his game-music CD releases.

the biggest challenge.

EGM: What were the biggest challenges you faced during development of ActRaiser 2? Did you use any Mode 7 effects in the game?

Hashimoto: Of course, one of the challenges is to surpass the quality of the original. With a sequel, the big challenge was the elimination of the simulation mode. Mode 7 will be used in the opening and also when battling bosses throughout the game.

EGM: What is your favorite part about being a lead programmer? What is your least favorite?

Hashimoto: Most favorite: As a developer, you are able to make an impression on many people with the product you develop. To continue in this industry is my ultimate goal.

Least favorite: I don't see any drawbacks, but if I have to say something, I always try to put myself in situations brimming with inspiration. This, however, requires a considerable outlay of energy.

EGM: What sort of game do you prefer programming: fighting, action, adventure, or role-playing?

Hashimoto: Personally, I like action RPGs, so naturally my interests gravitate toward that genre. However, when I begin developing a game, I try not to categorize it as a particular type of game. Only after a game is released does it fall into a particular genre.



Evil has risen once again!

After the defeat of the demon Tanzera (ActRaiser 1), way in the future, 13 demons combined their powers and resurrected Tanzera and brought him to the world that you once brought life into!

In this 12-Meg masterpiece, you once again take a warrior statue and go up against the vile forces that plague your land. This time, you have wings to aid you, and more magic than before! This game also

SPECIAL FEATURE!

ActRaiser 2

has the "populous" strategy theme removed and a straight action game with an ongoing plot line. There are over 13 levels, and each one completed will lead the way to more stages!

The graphics are beautiful and the music is performed by Yuzo Koshiro. All symphony, all

awesome! The levels are more diverse than the original, having secret rooms and passageways that can lead to good or bad ventures. Special effects are splendid, and the new angel-like form of the warrior is great! Stay tuned to EGM for increased coverage of this hot title!

The Winged Warrior



Your warrior has new moves with a shield and wings for flying techniques!

In the beginning...

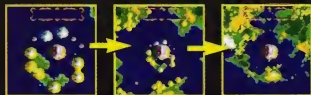


Mystical Magic!



A whole new land that has befallen evil stricken times!

Zoom in and out!



Scale down to the action!



Diligence Forest

Destroy the cloud of evil emanating from the dark forest.



Tortoise Isle

A sunken city with petrified people that rode atop a giant turtle!



Northeast War!

War has torn this land into carnage! Go and fight for justice!



The icy Loraous

Icy pitfalls and sharp icicles will challenge you every step here!



Leon Dungeons

Torch lit halls and hidden doorways will terrorize your skills!



Temponia Wastes

This wasteland has many mutants and other fleshy creatures!



Help out the town of Diligence by taking out the demon mists!



The forest is filled with beautiful scenery, but in the mist are many terrors! A plant mid-boss and a giant hollow tree are a few of the hazards. The boss tosses scythes and energy shots!

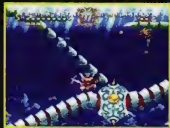


Go through the old cave system and against mighty currents from beautiful waterfalls!

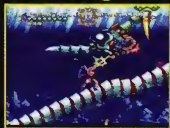
You'll fight with a flame-spitting mid-boss and a giant snail boss. Look for secret power-ups!

Enter the petrified city of Tortoise Isle and awake the queen of Altheria!

Walk through the stone streets!



Crawl on the giant squid's tentacles!



Other sea life will try hard to devour you!



Jumping spikes are a constant threat.



Go through the pitfalls of the Altherian shrine! Many forms of sea life will attack you.



After getting through the perilous hallways, you will need to fight the demon 'Jealousy!'

Many more lands and towns need your divine intervention!

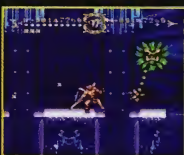


Enter the dungeons of Gravis

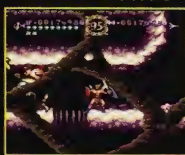
Almathea



Ice Palace



Demon cave



Stormbrook



More levels will be revealed as you complete certain ones - all of which are graphically beautiful!

Save the Princess Jasmine!

Last year's Disney film continued its magic on video game systems coming this fall or winter.

Take part in a wondrous tale of adventure as Aladdin slashes his scimitar against hordes of thieves, skeletons, palace guards, and giant scorpions! In this hair-raising adventure, Aladdin sets off in search of the Scarab, journeys through the Cave of Wonders, and now he must defeat the evil Jafar to win the hand of the beautiful Princess Jasmine!

It should be noted that the Genesis version of this game has been recreated with graphics created by Disney's animators using a new coding process! The scenes and characters are taken straight from the movie, including the Genie, Aladdin, Jafar, Rajah, Jasmine, and the Magic Carpet!

SPECIAL FEATURE!

Disney's Aladdin



The open desert!

In one of the levels, Aladdin must traverse the rolling dunes of the desert outside the city. The sand must be hot!



Genesis



With sword in hand, Aladdin skillfully jumps across the city buildings over the streets. Beware of palace guards among the rooftops.

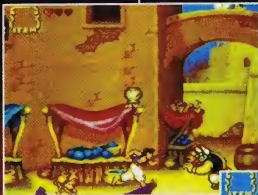


When the gaps are too long to jump, Aladdin tests his upperbody strength moving across clothesline. Be careful not to lose grip.



Aladdin is getting close. Make your way through the many rooms and use the flying magic carpet outside the palace walls. Hurry! Jasmine is somewhere in the palace waiting for him!

Super NES



Jafar's palace guards frequently patrol the city streets. Aladdin must jump and dodge them as soon as they start charging him.

Many other guards are armed with bows and arrows. Take careful jumps or Aladdin will jump right in the path of a shot.



To avoid a hard fall, Aladdin must use anything available to save himself. Here in this picture, he uses a sheet as a parachute. He is getting close to the palace shown in the background.

AT LAST...
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FOOTBALL

FURY



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Here's a football game with a difference: it's easy to learn! If you're tired of wading through long, complicated manuals and frustrated by complex controls, how about a game you can just sit down and play? FOOTBALL FURY puts you right into the action, with all the great strategy and play options of the real thing. Whether you're a rookie or a seasoned pro, if you like your football fast and furious... FOOTBALL FURY is your game!

SEGA GENESIS



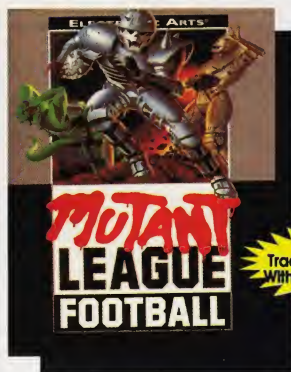
Sega

You play either Dr. Grant or the dinosaur, Raptor. Watch out - the dinosaurs get smarter as you stalk them.

Genesis



**Sega
Genesis**



Electronic Arts

Tear 'em apart and kill the Referee - only Mutant League Football offers this kind of gory-glory action.

Genesis

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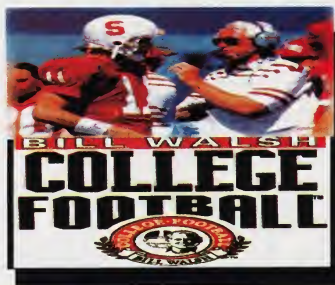
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Genesis



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SUPER NES



Capcom

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Super NES

Tradewest

In addition to great graphics, Battletoads has funny, comic-strip action. You can Battle the bad guys with one or two-players.

Super NES

Gametek

Play the greatest name in World Championship Racing and race against the pros you know.

Super NES



**Nigel Mansell's
World Championship Racing**

Case Logic



This compact case is designed for easy storage and portability of home video game equipment.

AWESOME ACCESSORIES



Galoob

This Video Game Enhancer gives you the power to customize your favorite video games for the Sega Genesis & Nintendo's Super NES.



G&G/Captron

Video Game Stores Run By Video Gamers

What is it like to work on the biggest and best video game mag? Although most people think it's all fun and games, there's an awful lot of work and coordination that goes on behind the scenes. As we celebrate our 50th issue, here's a glimpse of a typical deadline day at EGM.

by Joe Funk

pre 7:00 am

The day actually begins the night before, when Danyon Carpenter, Terry "Trickman" Minnich and Mike Vallas stay up into the wee hours of the night to work on their pages and put in extra hours playing their latest vid game favorites.

"I know these guys are dedicated," said Editor Ed Semrad, "but I thought they might be overdoing it after having to pry Danyon's forehead off his monitor with a crowbar."



Martin Alessi

7:34 am

The Mikes arrive. First is Mike Riley, Sendai's Vice President of Operations who is the company's project management, human resources and technology guru. "I'm Sendai's entropy exterminator," he explains. If he's not on the phone putting out fires, he's whipping up next issue's time schedule or researching the latest prepress technologies.

In the meantime, Mike Weigand is the first of the staff to arrive in the EGM "Gaming/Production Area" and begins

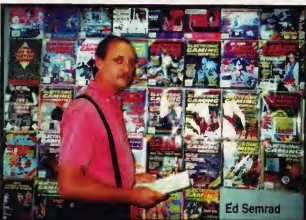


Colleen Bastien & John Stockhausen

the day in relative silence. Later in the day, the room will be a bustling center of activity as editors work to finish up pages or make it through the next level of their latest assigned cart.

9:13 am

By this time, the rest of the crew has usually dragged themselves in, except those who were working late the



Ed Semrad

another Hectic A Day in the

Some things you did not know



EGM fixture Mike Vallas wanted so badly to be in a video game that one morning he woke up and...voila!

Al Manuel has worked for EGM for a little more than a year, but has been involved in the video game industry a lot longer than that.

During his time away from work, Al enjoys a successful career as a heavyweight power lifter and has just recently begun dabbling in sumo wrestling.



night before. Also by this time, the over-zealous Andy Baran, affectionately known as Cyber-Boy, has incurred the wrath of a fellow editor. "Being unusual is an art," muses the enigmatic Baran.

10:30 am

After a grueling hour and a half of cranium-busting work, Mike Forassiepi wanders outside the building for a 10-minute smoozer, (for the sake of our younger readers, chewing gum break.)

Inside, Al Manuel, (a.k.a. Big 'Un), suffers through another rigorous confrontation with Yoshi on the GameBoy. "If I play many more GameBoy games, I think I might lose my ability to

11:45 am

The copy editors, Mary Hatch and Jen-

nifer Whitesides burrow through their ump-teenth pages. On the surface, they generally appear remarkably calm considering the volume of work that is funneled through them daily. "There's nothing I enjoy more than going home and staring at a blank wall after a long day," says Jennifer.

"There's nothing like a good game of Tetris to calm the nerves," Mary adds.

Meanwhile, Danyon, Mike Vallas, Andy, and Terry labor over the decision of where to go for lunch - Arby's, Taco Bell, Portillo's or Frank's to You?

12:00 pm

By this time, Production Manager Colleen



The EGM crew at Editor Ed Semrad's recent wedding.

Bastien (aka Dudewoman) has returned at least one page to the staff because of problems with its output.

The cause of the problem is quickly corrected by the guilty party - no one messes with Colleen.

2:34 pm

Howard Grossman and Ken Williams take a break - to play Street Fighter. The two fighting game aficionados will fight anyone,



Juli McMeekin



Ken Williams

Life of EGM...

Copy Editor Jennifer Whitesides has a passion for watching Michael Jordan and the Chicago Bulls. And who can blame her. As far as we know, she's the only 5'3 woman we ever saw stuff Michael on his way in for a monster dunk. To prove it, we had Jennifer demonstrate her 47-inch vertical jump.



Have you ever wondered how Trickman Terry always comes up with all those wonderful tricks? Well, besides the great tips and hints he receives each month from our dedicated readers, the four pots of coffee and pure sucrose diet can't hurt.



More things you did not know

anywhere, anytime. In fact, Howard has become well known around the office for his dreaded Stool Kick, a move he claims he invented in Mortal Kombat. We were going to get a quote from Howard, but we only have four pages for this story.

Ken's job is one of the easiest to define. He does two things at Sendai: work or play the latest edition of Street Fighter 2. That's all.

When asked about his multi-faceted role on the magazine "Shoryuken," was Ken's response.



Mike Riley

3:01 pm

Back in the EGM production/game room, Martin Alessi is the first to break through the later levels of Batman Returns CD. When he's not figuring how to jam more lights, bigger amps, and louder speakers into his 'Vette, he's helping one of the other editors out. Whether it's a game or workstation problem, Martin is usually the first option when someone gets stuck.

3:23 pm

At the other end of the office,

John Stockhausen just finished making his 78th call of the day. John does everything from coordinating the ads that go into each magazine to digging up the freshest news



Mary Hatch



Clockwise from top: Suzanne Farrell, Brandon Harris, Jeff Eisenberg, and Chad Knowles.

possible from the game companies.

John was talking to Sendai's advertising representatives in Los Angeles, the Eisenberg Communications Group. Although they're half a continent away from Sendai's editorial offices, Jeff Eisenberg,

and his tireless staff including Suzanne Farrell, Brandon Harris and Chad Knowles, work as hard as any of the editors to make sure EGM stays the biggest and best video game magazine.

All Play & No

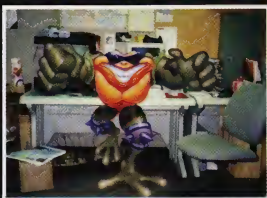
Some things you probably shouldn't know



Andrew Baran was so enthralled with Jurassic Park, that he began breeding his own private prehistoric playmates. Forgetting to build a fence around his breeding ground, Andy has now become a world renown Raptor hunter. The question we all want to know is who's hunting who in this photo?

A little known fact even among EGM staffers, Mike Weigand is really Rash the Battletoad. When confronted about this mysterious duality,

Weigand takes the Fifth Amendment - although we recently found several dead flies stashed away in a plastic bag in his desk drawer. Go figure.



4:17 pm

Financial Manager Cindy Polus keeps the business accounts in order at Sendai. As the company expands, she's considering turning in her abacus for a new calculator.

5:09 pm

Around this time, Receptionist Lori Gignac is usually walled in by a mountain of packages that need to make the Fed Ex nightly pick-up.

5:45 pm

Art Director Juli McMeekin handles, among other things, the eye-popping EGM covers you see each month. Jules is the only member of the EGM staff that couldn't tell the difference between a Super Nintendo and

a Super Famicom - and isn't embarrassed admitting it.

Over in Lifestyles Editor Joe Funk's office, a small group of editors is struggling to finish assembly of his latest Lego kit. Hey, somebody's gotta do it.

6:45 pm

Most of the crew has bailed by now, but Ed's still here checking pages, making phone calls, and setting up the next issue. While the hours are long, and the pressure to stay number one are severe, Ed does find time to relax on his many international trips.

Later, nightshift proofer Brian Sandt arrives. Usually, he'll run into some editors pulling an all-nighter.



Joe Funk



Danyon Carpenter



Steve Harris



Then, of course, there's our fearless leader, Steve Harris (a.k.a. The Man). A bucket o' energy fueled by a mainline of Mountain Dew, he's always thinking two steps ahead of the game. The magazine starts and ends with Steve. And so does this story.

Work? ...NOT



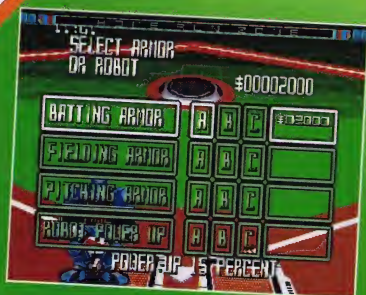
Howard Grossman is involved in a bizarre pseudo-religious-game-players cult that is in endless pursuit of Atari 2600 games. Howard, incidentally, also proudly boasts the highest score ever recorded on Smurfs for the Colecovision.

Mike Forassiepi is known for his infamous sleeping fits where he can be in mid sentence one minute and clunking his head down on his keyboard in a full, drooling snore the next.



Some things you don't want to know

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The undisputed king of sports video games - what will they come up with next?

When you ask any sports video game fanatic what third-party company makes the best sports games, they will almost always say Electronic Arts.

Ever since they released the first John Madden Football, PGA Tour Golf, and Lakers vs. Celtics a few years ago, EA has come up with hit after hit, year after year, a better version than the one before! Players ask how they could possibly improve upon an already excellent game.

The following pages answer those questions and showcase Electronic Arts' fantastic sports lineup for 1993.

Excitement is sure building among video gamers with these titles as well as EA's killer four-player adapter for the Sega Genesis, the 4 Way Play. Up to four sports video nuts can plug in for some heavy multiplayer action. Most of the games on these pages will allow use of this peripheral.

With the arrival of 3DO, sports games can only get better. Take a sneak peek at part of a realistic video football game in the 3DO version of John Madden Football.

The future only looks brighter for Electronic Arts!

"If it's in the g

KICK SOME MAJOR BALLS!

The world's most popular sport is joining the awesome lineup of sports titles for the Genesis later this year.

With 16 Megs, EA Sports Soccer contains over 40 authentic international teams and over 200 real players. Each player has over 1800 different frames of animation - from bicycle kicks, to diving headers, to slide tackles.

You can set lineups, select positioning strate-

gies, and plan offensive and defensive techniques and formations. As the game is played the field will become worn and players will run into divots and mudholes. In goal kick, corner kick, and throw-in situations, scan the field for open teammates and their defenders.

This will be one of the many upcoming games that will utilize EA's new 4 Way Play multiplayer adapter for up to four players!



EA SPORTS SOCCER

CONFIGURE THE PREGAME SETUP

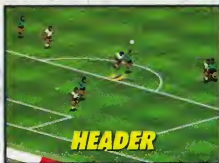


Configure the game setup according to your playing preferences.



AWESOME KICKS

The realism of the game is also due to the many different kicks and the animation of their moves. Here are two of the most spectacular ones!



ame, it's in the game."

NHL '94 - EA'S STANLEY CUP CHAMPION!

Electronic Arts unveils NHL '94, the sequel to last year's smash hit for both the Genesis and the Super NES. This time, EA will be releasing the most awesome hockey adaptation for both 16-Bit video game systems!

Many new features have been added to this cart. You can now pick from an updated roster of the latest NHL teams, which include the new expansion teams for the upcoming season. Each rink in the league is unique with individualized rink organ music. New



NHL '94



crowd animation and penalty shots are part of this whitehot cart!

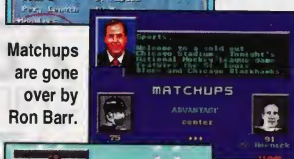
If you're ready for something a little different, try the Shootout mode

where your favorite players go one-on-one against some unlucky goalie! A new command scheme gives you a more realistic feel! More players can play at the same time with EA's 4 Way Play for the Genesis and the Multitap for the Super NES!

THE GENESIS VERSION



Select your team and game setup.



Matchups are gone over by Ron Barr.



Ready yourself in the face-off.



Deck the other players to the ice.



He skates to the net. He shoots & scores!

THE GENESIS HOCKEY RINK

Detail in the rinks has improved with crowd animation and individualized organ music.

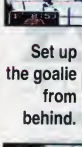


THE SUPER NES VERSION

Set up the game the way you like to play.



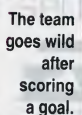
Referees can call a close game.



Set up the goalie from behind.



Players come in from the side.



The team goes wild after scoring a goal.

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BATTLE ON THE GRIDIRON!

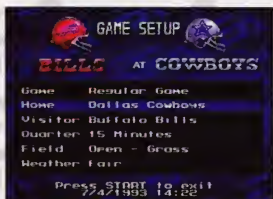
The 1993-94 football season is approaching and EA is gearing up another gridiron title that's certain to score touchdowns with Madden Football sports freaks. Madden NFL '94 is by far the best football game to grace the video screen.

This Super NES version sets it apart from the previous Madden games with tons of awesome features. Colors have been greatly enhanced with smooth player animation. The helmets have the real signature logos on them: Play with any of 80 NFL teams, including all 28 teams of the 1992-93 season, 12

franchise All-Star teams, 38 all time Super Bowl teams, and 2 All Madden Teams.

There are 72 new offensive plays with which you can flip to double the playbook. Pick your play and listen to Madden's color commentary. Did you make an awesome play or just didn't agree with a call? The replay feature lets you twist the field around for the best angle to view the key players. You can also play with up to five players with the new Multitap adapter so everyone can get in the game. Look for a multiplayer Genesis version to follow soon!

MADDEN



Select your favorite team and set up the game parameters to your liking. You can choose the amount of time to play per quarter, type of field and the kind of weather. Now hit the field!



There is so much detail put into the game that it goes as far as having each NFL team's helmet complete with logo and name with its own style of letters when you look into the season schedule.



When you're ready for the game you'll move on to the 50 yd. line for the coin toss that decides which team will receive the opening kickoff and which goal to defend. Now go kick some butt!



Choose from a huge

library of offensive and defensive plays drawn up and designed by John Madden himself. You can also flip the plays.



After you make your play selection, break up the huddle, head for the scrimmage and execute. Bowl them over on a big run. Look for an open receiver on those long bombs and gun it!



If all goes the way the you want it to, you'll gain a decent amount of yardage. Fake the safety to make a fatal mistake and run like the wind, baby, all the way down to the End Zone!



DURING THE GAME

Players have a ton of options at their disposal: substitute the QB, change the play call mode, view the drive summary, stats and other game scores. In the replay, you can twist and turn the field in Mode 7 to view the replay from that angle. Awesome!



BE A TEAM PLAYER!

There are many sports games available with many different options, but none offer gamers the ability to play with more than two players simultaneously. EA answers the call with their new 4 Way Play multiplayer adapter for the Sega Genesis. With this peripheral, up to four players can plug in for total team competition. Games like NHL '94, NBA Showdown, Madden Football '94, and many other non-sports games will utilize this awesome unit. Now everybody can get in the game!

4 Way Play

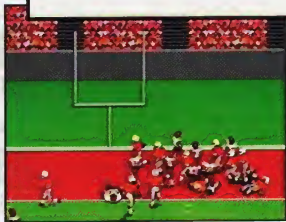


IT'S NOT JUST FOR SPORTS!

Sports video games aren't the only games being made for the 4 Way Play. Check out General Chaos below. Up to four players can plug in for the funniest military action!



NHL '94



BILL WALSH COLLEGE FOOTBALL

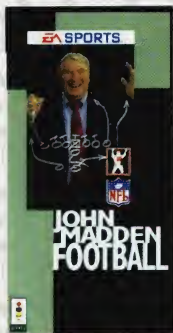


GENERAL CHAOS

A NEW REVOLUTION OF GAMES!

With the 3DO Interactive Multiplayer arriving in stores soon, EA is planning a simultaneous release of some of their hottest sports titles on the 3DO platform.

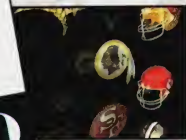
John Madden Football will be one of the first games. This title has 80 teams to choose from. Other features are real NFL Films video footage with fully digitized player animation. There is CD quality and John Madden commentary as you play. The graphics will blow you away with 3-D rendered fields and stadium art. PGA Tour Golf will follow soon after.



3DO

THE OPENING

This games intro looks very much like the opening to Monday Night Football. The graphics are so clean, it's like watching a real TV broadcast!



Welcome to Candlestick Park where the The Buffalo Bills clash with the San Francisco 49ers!

Metallic shading can be done easily with 3DO's more than 16 million colors.



When executing a play, the field scrolls, bends, and twists as if you were really playing there!



"THIS IS A KILLER PAD"



"TOTALLY"

"HELP ME SCARE THE EVIL, GREEDY SARDINIS
OUT OF THEIR FOUR BIG MANSIONS BY TURNING
EVERYDAY HOUSEHOLD OBJECTS INTO SOMETHING
SCARY, FUNNY, OR JUST PLAIN SUPER-GROSS. OR
USE MY FIVE SPECIAL SPELLS TO REALLY SEND
THEM SHRIEKING. BUT HURRY, BECAUSE MY
ECTOPLASM'S ALMOST RUNNING OUT."



TURN A DARTBOARD INTO A BLEEDING
EYEBALL AND MAKE VITO JUMPI!



POSSESS MIMI TO FREAK OUT HER
REPULSIVE RELATIVES!



HAUNTING
STARRING POLTERGUY™

16
MEG

ELECTRONIC ARTS

Actual screens from Sega Genesis version. Haunting
Starring Polterguy™ is a trademark of Electronic Arts.
Sega and Genesis are trademarks of Sega Enterprises Ltd.

GONNA MAKE YOU SWEAT TILL YOU BLEED!

Everybody knows about the restrictions Nintendo puts on violence and gore, so how did they get around it on the most bloody fighting game to hit the market? They changed the color of the blood to white so it looks like you are knocking the sweat off your opponents. The effect is very good and similar to the arcade, just without the red color. Also check out the pit - no heads or blood, and you don't land on them when you fall.



There may be spikes in the pit but your character will fall and miss them.

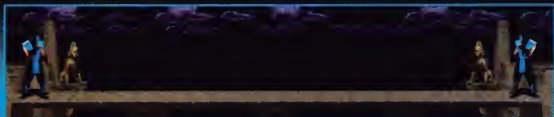


SUB ZERO

FINISHING MOVE



He belongs to the Liu Keui ninjas. He is a deadly assassin who has absolutely no mercy. He wants to win and collect the prize money.



ICE BLAST



POWER SLIDE



SONYA

FINISHING MOVE



She is a member of a top secret special forces unit in pursuit of Kano. The search led her to be caught and she's forced to fight.



WAVE FLIGHT



SCISSOR GRAB



RING TOSS



KANO

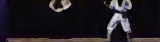
FINISHING MOVE



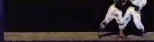
A mercenary, thug, thief, and member of the Black Dragons. He's a cut-throat madman who is looking to loot Shang Tsung.



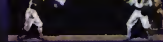
CANNONBALL



HEADBUTT



KNIFE THROW



RAYDEN

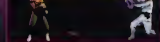
FINISHING MOVE



He is believed to be the Thunder god who has taken human form to compete in the tournament. It is said that he received a personal challenge by Shang Tsung and has accepted only to crush him, and his inferior sorcery.



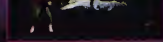
LIGHTING



TELEPORT



TORPEDO



MORTAL KOMBAT

LOOK MOM,
NO BLOOD!!!

It looks and plays as hot as the arcade but the Big 'N has held fast to their no-blood policy. All the characters and their trademark special moves are here, although some of the "finishing moves" have been altered to be less violent. With the looks and components of the original, you'd better stay tuned for Mortal Monday- its release day.



FACT
FILE

MANUFACTURER

ACCLAIM

CART SIZE

16 MEG

MACHINE

SUPER NES

NUMBER OF LEVELS

VARIABLE

DIFFICULTY

MODERATE

THEME

FIGHTING

AVAILABLE

SEPTEMBER

% COMPLETE

100%

LIU KANG



A former member of the secret White Lotus Society. He left the organization to represent the Shaolin temple and to regain respect and honor for the tournament...

FLYING KICK



FIREBALL



SCORPION

FINISHING MOVE



A fallen ninja and deadly adversary of Sub Zero. He is a specter who was given another body to even his death at the hand of Liu Kuei.



TELEPORT PUNCH

VAN DAM SPEAR



CAGE

FINISHING MOVE



A big-time Hollywood star who has something to prove. He wants the world to know that he isn't all movie hype. He's a class act.



FIREBALL

SPLIT PUNCH

SHADOW KICK



THE TWO TOUGHEST BOSSES STILL AWAIT YOU

If you manage to defeat the other opponents, crush your evil twin, and endure past the endurance rounds, you'll have two more matches still to conquer. First is Goro the 500-year reigning champ and incredibly powerful half-human. He is big but also very quick. If you get lucky enough to pass him, Shang Tsung awaits you. He is a powerful sorcerer who can change form at will...Good luck!





SUPER NES

BEFORE THE RACE...

You have a choice of some very cool cars equipped with an assortment of battle gear and armaments. Select your vehicle, then its colors, and you will be transported to the location of the current race. There are many other planets to race in.



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NAMCO	SUPER NES	MODERATE	SEPTEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	9	DRIVING	80%

TAKE A RIDE ON THE WILD SIDE!

Strap into the seat of the most heavily armored vehicles of the future and battle it out on interplanetary racecourses.

The only way to take home a good share of the purse is to destroy as many cars on the track as possible. You can then use your winnings to buy more powerful engines, faster turbos, better tires, and many other options. To blow away the other battle car challengers, you must equip

your car with missiles, disks, or grenades. Everything you buy can be upgraded to make the best possible car in the racing circuit.

Although you can eliminate your opponents with your weapons, you will find it is not the only way. You can jam them into the side railings of the track and make them lose their cars' side dampeners.

The game features F-Zero-like graphics, sound, and game play that is fairly easy to get used to.

Get ready to tear up the streets with Namco's Battle Cars!

SUPER F-1



SPIKE BUGGY



BIG BAD VETTE



BATTLE CARS



Too many collisions with other cars or side railings will disable your car!

EQUIP YOUR BATTLE CAR WITH THESE ENHANCEMENTS



ENGINE

Increase the overall speed of your battle car.



TURBO

Gives your battle car a sudden burst of speed.



TIRE

Increase traction and handling of your car.



JUMP

Increase the jumping ability of your vehicle.



SHOCKS

Allows you to absorb shock from underneath.



DAMPENER

Allows you to absorb shock from the sides.



MISSILE

Launch at other battle cars for an easy kill.



DISKS

Launch at opponents. Will bounce off rails.



GRENADES

Toss from your car and watch the explosion.

SOME OPPONENTS YOU WILL GO UP AGAINST IN THE RACING CIRCUIT



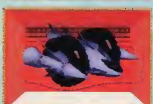
BUFFED BACHMED



DIRTY KNUCKLE NED



DOCTOR DIANA



MANIACAL MARIKO

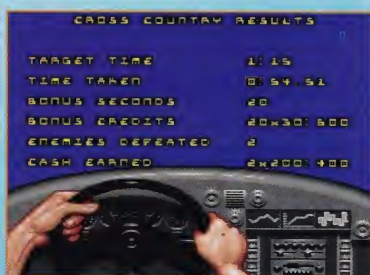


METALHEAD MIKE



ONE-PLAYER RACING MODE

This mode puts the player in a futuristic racing circuit where you travel from planet to planet for intergalactic racing. You are constantly being challenged by cocky battle car drivers who think they can blow you away. Kill as many opponents as you possibly can and you'll earn top dollar prizes.

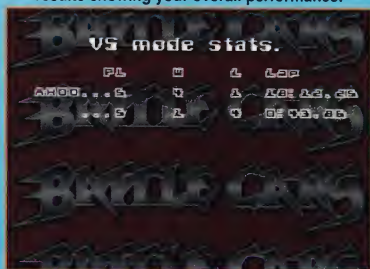


At the end of each race in either the 1-Player or 2-Player mode, you will get a view of the results showing your overall performance.

TWO-PLAYER SIMULTANEOUS

Go head-to-head against a friend in the split-screen, two-player simultaneous mode.

This mode also lets you choose from three of the opponents' cars as well as the three already available. You will compete against each other and other battle cars will also try to slow your progress down.



AN ISLAND FULL OF LEVELS!

Don't be fooled by how small this island looks, for the levels are huge, and there is an entirely separate island and a cave system to go through. Don't forget the flashback to a past level with your Grandpappy! First, go to Cotton Island and find your flag there, then return home to discover your stash of extra flags gone! Rid the rest of the island of the flag-nappers and you will be able to win the island back for good!

Super Bonus Stages!



Destroy certain fruit and warp to a secret bonus stage!



FUNKY BATTLE SUITS!



Flame Thrower

Get this suit and let loose a stream of flames!



Boxing Plok

Change into a boxer that can fire boxing gloves!



Hunting Plok

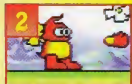
Don goofy hunting attire and fire a blunderbuss!



Armageddon Plok

Fire four-way rockets out of your turret suits!

LIMB-TOSSING ACTION!



Limb-tossing is a cool and original way to take out the opposition really quick!

OTHER PLOK MOVES!



Plok has other moves like high jumps, somersaults and a buzz saw spin attack!

POWER-UPS GALORE!



Collectible Clam Shells

You can get 1-Ups or continues by collecting them!



Mystery Prize Package

Get a super-zany suit! See left for some examples!



Additional Plok Letter

Get four of these for one extra continue!



Rotary Buzz Saw Blade

Turn Plok into a rolling buzz saw and clean house!



Ancient Amulet

This amulet will let Plok use shells for a spin attack!



Fruit

Fruit will restore some or all of Plok's lost health.



Multi-operational Switches

These switches activate a certain part of the level.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TRADEWEST	SUPER NES	HARD	OCTOBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	64	ACTION	95%

Plok Around The House Tonight!

Are you fed up with the same type of game? Well, get set for a cool breeze of originality! He may look strange, but Plok sure is a unique guy in an excellent game!

Instead of spin attacks and jumping on heads, this guy uses his arms and legs as projectiles! But losing all your limbs can be a drag (pun intended)! The setting is on an island, that Plok lived on and took care of, but the baddies are raiding his stash of flags,



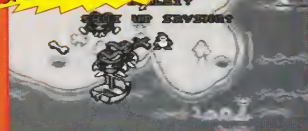
and he is going to settle the score!

A very unique cart, you pass the time by collecting clam shells to earn lives and continues. You can also pick up beehives to release hornets! All the stages have a theme to them, all of which are quite humorous. There's even a level that is set in the past and is in black and white with old movie music! The levels are colorful and have many secrets, like special packages to give you some fancy suits! This cart shines above the rest with its cute originality!



Plok discovers weird items in place of his trusty flag at the end of this level!

A Blast From The Past! Special Black and White Levels!



Digging up old junk is quite frustrating at the end of each of these levels!

And So On, And So On...



Find your lost flag on the Cotton Island in the West!

The Early Stages



Practice your skills in this area so that you can do better in later levels.

Getting Closer!



Look for all sorts of hidden shells and bonus surprise packages strewn about.

Traps!

Booby traps are also a common thing, like falling logs!



The Bobbins Brothers!



Meet the Bobbins Brothers, two circus rejects that spit teeth out at you!

Grandpappy Plok's Ancient Amulet Search 50 Years Ago!

They Sure Aren't Young!



Some enemies that you dealt with earlier are back, this time in greater force!

More Traps, Oh My!



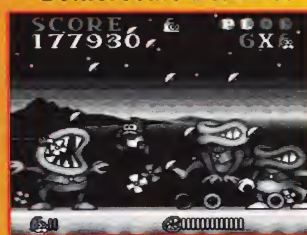
Traps and pitfalls are more prevalent than ever before! Can you help your Grandpa?

Oldies!

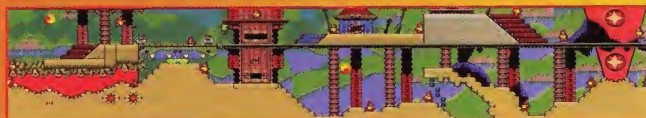
Even the opening level scene looks like an old movie!



Bothersome Bobbins!



They're back from the first one! Now they have an extra doopy brother to help!



The levels are obviously huge. With lots of places to explore and plenty of enemies to seek out and destroy, can you do it?

SUPER NES

Round One!!

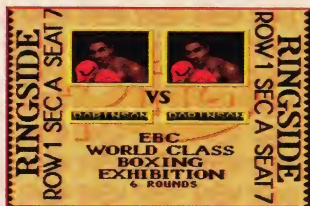
Alright boxing fans! Your days of waiting for the ultimate Super NES boxing cart are over! Get ready for Boxing Legends of the Ring by Electrobrain!

Featuring some really impressive graphics, Boxing Legends of the Ring is a slugfest extravaganza! To make things even more tasty, there are three modes of play; Career, Exhibition and Legends of the Ring. In the Career mode, you can create your own boxer and give him the fighting attributes that you choose. In the Exhibition mode, you can spar against the opponent of your choice and practice to your heart's content. Meanwhile, in the Legends of the Ring mode, you go head-to-head against eight of the greatest fighters the world has ever known. Names like Roberto Duran, Thomas Hearns, Jake LaMotta and "Sugar" Ray Leonard await you!

So, if you've been waiting to bring home the title of the world's greatest boxer, take a jab at Boxing Legends of the Ring for the Super NES! It'll definitely knock you out!!



Player-selectable viewing allows you to be either the near or the far boxer.



In the Exhibition mode, you can take the ultimate challenge - Player vs. Player!

BOXING Legends Of The Ring

Create Your Own Boxing Legend!



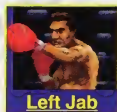
Pick a name and a unique look for your boxer.



Then, allocate energy to the types of punches.

It's easy to create your own boxer! First, select a fighting style like Street, Olympic or Military. Next, simply allocate your energy to the various punches available!

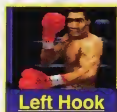
Some Devastating Punches!



Left Jab



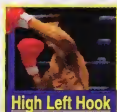
Left Uppercut



Left Hook



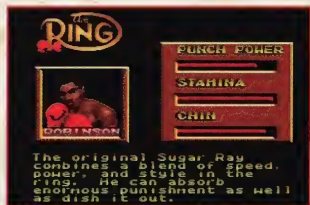
Right Jab



High Left Hook



Right Uppercut



Each of the boxers has his own set of strengths and weaknesses.



To break up a "clinch," simply hit the "A" button on your control pad!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTROBRAIN	SUPER NES	MODERATE	SEPTEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	20	SPORTS	98%


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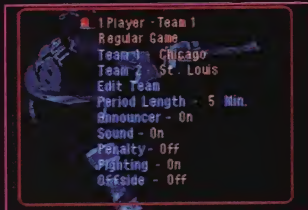


SUPER NES

Bobby Hull, The Golden Jet, was one of the best all-time hockey players and his son Brett has followed in his footsteps. Brett brings all the hockey feel and realism that you'd want in this hard-hitting game. A vertical play field adds a good perspective and the options let you customize your type of game!

BRETT HULL HOCKEY

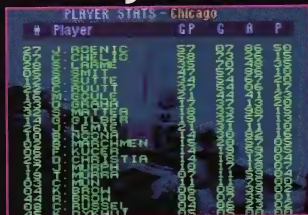
PLAY IT YOUR WAY!



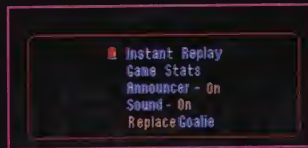
The choices are yours! The many different options put you in control.



Completely configure your teams and attributes before each game.



All of the players' stats are at your fingertips for easy reference.



During the game you're still in control with replays and stats.



One- or two-player action gets intense! You can play alone, against a friend, or even together as a team.



A HOCKEY GAME WITH A REAL FEEL



The ice is slippery so watch your man closely.



Check the guys off the wall to steal the puck!



Icing can be a very effective technique.

**FACT
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ACCOLADE	SUPER NES	MODERATE	OCTOBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
16 MEG	N/A	SPORTS	50%

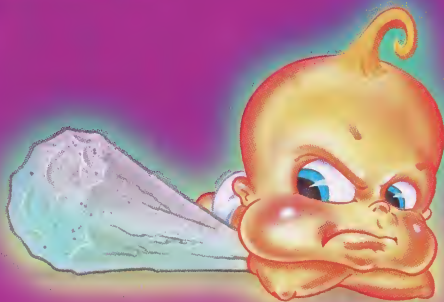


CHUCK Rock II

son of chuck™



To rescue his kidnapped Dad, Chuck's got to leap his way up a mammoth tree sinking in lava, beat Big Bertha and Fenny Fire Suit, duck flaming lava rocks and escape a crazy, dive-bombing bird - what's he so happy about?



Chuck's pouting big-time. Hovering over toxic waste, he's about to confront his father's abductor, Brick Jagger, and Brick's massive robot - the things a kid has to do for his old man!



Chuck Jr.'s about to become lunch as menacing sharks attack from below the Wacky Waterfalls. Quick, Chuck, throw a temper tantrum - then club them when they least expect it!



Why's Chuck wailing?! Is he afraid of Sergei the Sea Slug? Is he really just a baby?! Nah. You'd wait too if you could get a whiff of Sergei's armpits.



Available on Sega® Genesis™ and Sega CD™

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SUPER NES

MARIO WARIO



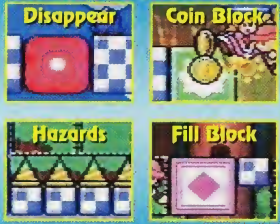
FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NINTENDO	SUPER NES	MODERATE	1st Qtr. '94
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	PUZZLE	65%

Talk About The Blind Leading The Blind!

Puzzle lovin' people everywhere will go nuts over the announcement of Mario and Wario! The concept behind this game is somewhat of a mix between Lemmings and Troddlers. Wario has covered the heads of various Mario characters with different types of objects. You must control a fairy to lead them back to safety! Build blocks to knock the blind characters out of harms way. Collect the usual coins, neat trinkets, and other useful objects while taxing your brain with mind-numbing levels! This game is both fun and educational for children and adults of all ages! So go out there and get to it, man!

Check out the blocks!



Here are a few of the kinds of blocks that you need to keep an eye on!

8 Painful levels!



Eight different kinds of levels exist, each having a hefty number of sub stages!

3 Characters to select!



The three characters have different speeds. Choose the one that best fits.

Here is a sample of the many different levels!



Level one is set in a forest, a great puzzle.



Level five will challenge the most skilled player.



Test your skills in the clouds of level eight!

Just how do you play this game?



Choose the level that you want.



Take a good look at the stage layout.



Build a path for the characters.



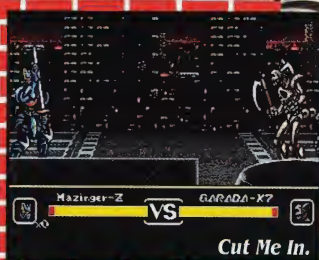
Complete and go to the next stage.

Huge stages await!



The stages vary in size, and they can get quite complex and mind boggling! The above picture is a map of one of the stages. Luckily, this one does not appear to be too frustrating. It does show, however, that the actual stages go far beyond the normal game screens!

YOU'VE GOT A REAL FIGHT ON YOUR HANDS.



MAZIN SAGA, MUTANT FIGHTER PUTS FIGHTING BACK WHERE IT BELONGS; IN THE STREETS!

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GENESIS





SUPER NES

FIGHT ON THE HALF- SHELL!

This time the turtles are going hand-to-hand in TMNT: Tournament Fighters! Play as any of the four Turtles, or play as their most feared bosses! There is a one-on-one mode to take on a friend, or a tournament mode against the computer! Although only it's 60% complete, and some moves are still in the works, below is a peek of what's coming up! Stay tuned to EGM for more info on this sure-fire turtle hit from Konami!

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	SUPER NES	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	16 MEG	12+	FIGHTING	60%

RAPHAEL

With his two trademark Sais, Raphael can use fireballs, a flying attack and a summersault flip kick!



TURTLE FIGHTS:
Like SF2 and Mortal Kombat, TMNT: Tournament Fighters has similar move execution. In addition to playing as the four turtles, you can also fight as one of the Bosses! As of now, you can play as Armaggon, Chrome Dome, War and the evil Shredder!

LEONARDO

Leonardo can launch a flying blade with two swords! He also has a horizontal and vertical attack spin!



DONATELLO

Donatello can do a floor flame, headbutt or headstand using his legs like a propeller, hitting enemies!



THE MOVES:

There are basically four moves each fighter can perform: one regular kick and a fierce kick, and a regular and fierce punch! It takes four fierce hits to make an opponent dizzy! There is also an "Ultimate Move" that can be performed when the green bar below the life meter is flashing!

MICHAELANGELO

Michaelangelo is one of the quickest: He can do a ball attack, a fireball and a deadly uppercut!



FINAL MOVES:

When the green bar is full and glowing, you can do a final move, causing



your opponent major damage if they don't block it! Here are Armaggon and Shredder's!



STAGES:

Here are ten of the stages that are backdrops for the fights! Although only seven of the backgrounds

are complete, they are very impressive with multi-scrolling and plenty of movement from the spectators on the sidelines!

BONUS ROUNDS:

There are bonus rounds for a chance to earn big points! One is where safes



drop from above and must be smashed to bits! Don't let them fall on your head!

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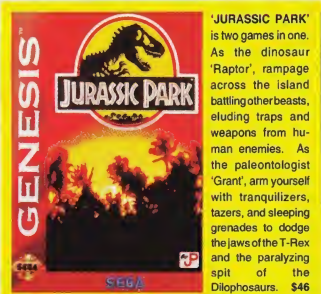
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GENESIS

Exile, Global Gladiators, Lightning Force, Power Pad, Vallis, Where in the World is Carmen San Diego, Young Gallehead, Ys 3

SNES

Ascal Pad, Darius Twin, Gradus 3, Harley's Humungous Adventure, Raiden Trad, Rocketeer, Super Ghouls & Ghosts, Xardion

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SUPER NES

Rocky RODENT

**FACT
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
IREM	SUPER NES	MODERATE	SEPTEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	6	ACTION	100%

BECAUSE HE STILL CAN!

Rocky Rodent is speeding right toward a Super NES near you! Rocky Rodent is truly a hairy little critter as he uses his different hair styles as weapons! Here Rocky must rescue a restaurant owner's daughter from gangsters who have kidnapped her because the owner doesn't pay his gambling debts!

They underestimate Rocky, who doggedly runs after his enemies, tenaciously trying to bring them down! Some sections of the game require timing, running and jumping skills as it is not all banishing enemies! Can Rocky do it, or will his hair not save the day? This is the only rodent that can do it! But why? Because he can!

STAGE 1:

Run across buildings and down sewers to the end of the level! Banish enemies to win!



STAGE 2:

Run through traffic while dodging these menaces! The boss fires at you. Jump on his head!



STAGE 3:

This is a maze! Watch for ghosts! Jump or hit the boss in the nose, but he throws deadly rings!

GET THESE HAIR-RAISING ITEMS!



Open trash cans and gifts! Food gives points!



DRIER:
Spring up, hit baddies!

SPRAY CAN:
Spray enemies, walls.



MOHAWK:
Boomerang, springboard!

FLOWER:
Whip enemies to death!



STAGE 3: GHOST APARTMENT

This maze-like stage has Rocky pitted against natural and supernatural enemies! Break through walls, and check all parts of the building! Boo!



PIPES:

Use the pipes to move to lower parts of the complex! Just get on the opening at the top and Rocky will go down the pipe to the very bottom!

Are you a Sega-maniac? Or an SNES success? Would you rather duke it out in the street? Or at an altitude of 30,000 feet?

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*Deliver your best
shots with arcade
accuracy.*



CONQUEROR 2™ QS186

*Program and
play back your best
action sequences.*



SUPER NES

Dennis the Menace

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
OCEAN	SUPER NES	MODERATE	SEPTEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	5	ACTION	90%

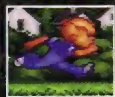
A MENACE IS ABOUT TO BE UNLEASHED ON THE SUPER NES!

Warner's blockbuster movie is about to come to Super NES screens everywhere!

You control the antics of the annoying Dennis by using your slingshot, water gun, and blowgun against the little pests and objects that stand in your way!

Though this version is still quite early, the graphics and levels are visibly detailed and vibrant with colors. A hilarious translation!

THE OMINOUS MOVES AND TOOLS OF A MENACE



RUNNING

Use your running skills to do high jumps and get away from enemies!



BLOWGUN

A fast, straightforward weapon that fires right to the end of the screen.



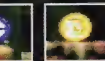
PUSHING

Push boulders and other objects to the desired position to use them.



SLING SHOT

A slower weapon that has a slight arc at the end of the shot.



WATER PISTOL

Fires four shots of water and it arcs dramatically to get low enemies!

Other items can be found, like 1-Ups, stars, and coins that provide points!

ENTER THE LEVELS!



The sewer is not a fun place to visit! Lots of pitfalls mark this evil place.



Steam and fireballs are what you're up against in this hot action-packed level!

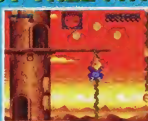
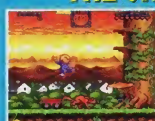


More levels will come like Mr. Wilson's house, the school and the forest.

GREAT ANIMATION OF DENNIS!



THE VAST TREE PATHWAYS OF THE PARK!



As you can see, the levels are huge, and have lots of places to explore! Most of the levels are set up so that you can spend hours searching through and finding treasures.



As of right now, this is the only boss in the game. More are on the way!



Use the indicators to the lower left to keep you abreast of your vehicle's status.



The terrain gets progressively difficult to navigate; buy shocks and tires.

Super Off Road THE BAJA

FACT FILE	MAUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TRADEWEST	SUPER NES	AVERAGE	SEPTEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	3	DRIVING	95%

WATCH OUT FOR INNOCENT OFF-ROADERS!



Be especially wary of the various pedestrians, animals and ATV traffic around you. If you hit them, you will be penalized thousands of dollars!

LOOK FOR THESE ICONS TO HELP YOU ALONG THE WAY!



THE MONEY BAG- Grab this icon and you will receive a monetary bonus. The money will really come in handy!



NITRO- You want to keep a good supply of nitros during the race, and this is the way to do it! A very important item!

BUY YOUR RACING SUPPLIES AT THE VARIOUS PIT STOPS!



When you finish a leg of each race, you will be able to enter the pit stops for vehicle upgrades. This is a golden opportunity to buy the various items like nitros, tires and modified engines!

BAJA MAYHEM!

SUPER NES

Alright gamers, strap yourselves in for the meanest, grittiest off-road adventure to ever hit your television set! Super Off Road: The Baja by Tradewest will really take you where the action is.

Select the level of difficulty, vehicle color, the racing circuit and one or two players. Each group of courses offers a progressively harder challenge. The harder the circuit, the tougher your competition.

After you complete your race, stop by the pit stops to purchase nitros, shocks, tires, lights, and modified engines to name a few. The nitro can be used at will to help you in those dire "times of need."

Of special note is Super Off Road: The Baja's great special effects. The scaling in this game is flawless! The graphics are really, really cool! So get into the driver's seat with Tradewest's latest racing entry, it'll really shake ya up!

PICK UP THE PACE WITH INTENSE BLASTS OF NITRO!



Use your nitros intelligently to help you overtake and pass your competitors.

A VARIETY OF TRACKS KEEPS THE ACTION CHALLENGING!

Game Select

PASSWORD
SETUP
PRE-RUN
MEXICO 250
ENSENADA 500
BAJA 1000

You can select different racing circuits with varying lengths and difficulties.

SUPER NES

F-1 POLE POSITION

REV 'EM UP

Prepare to burn a little rubber with F-1 Pole Position for the Super NES.

For starters, there are three modes of play; Battle mode, Test Drive and a Tournament Race. In Battle mode, you can go against the competitor of your choice. You can even pick the amount of racers that you wish to go against. For example, you may just want to race against one other driver for light practice. On the other hand, you may pick four or five of the best drivers for a little more challenge. In the Tournament mode you must race on each of the sixteen internationally renowned racecourses. In addition, there's even a two-player option so you can race one of your friends as well!

Pick your car from a large variety of F-1 racers. You can select from a huge group of user-definable options for each car. Outstanding!

So what are you waiting for? Get in the driver's seat with F-1 Pole Position for the Super NES!

FACT FILE

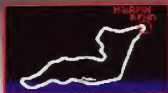
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
UBI SOFT	SUPER NES	HARD	NOVEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	16	DRIVING	98%

Customize Your Car



Use the customizing option to configure your car to your exact specifications. Select from variations in tires, transmissions, brakes and even your pit crews!

Famous Racing Circuits



With sixteen courses to race on, the challenge really gets intense! Here are some of the more famous of these race tracks. (From left to right) Circuit de Monaco, Monaco, Autodromo Enzo E. Dino Ferrari, San Marino, and Suzuka International Circuit, Japan. All of the courses are difficult and contain a wide assortment of hairpin turns.

Pick A Car And Driver



Use the composite map in the right-hand corner to give you a fix on your location.



In the Two-Player mode, you can race head-to-head against a buddy!



Pull into your pit area to change tires and do some much-needed car maintenance!

YOSHI'S SAFARI

SUPER NES

TOTE YOUR GUN AND HAVE SOME FUN!

Get your Super Scope and get on Yoshi's back for a wild shootin' ride: Yoshi's Safari! This is the latest in the Super Scope games, this time you ride on Yoshi's back, shooting enemies as you go! Look out, though, these enemies shoot back and can cause you and Yoshi serious damage! Also look out for the back of Yoshi's head, you can accidentally shoot it and cause your "team" damage! And with the two-player option, one shoots with the Super Scope, the other controls Yoshi's steering, jumping, and ducking for a total team effort! Get ready for the hunt of your life with Yoshi's Safari!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NINTENDO	SUPER NES	EASY	4th Qtr. '93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	12+	SHOOTER	90%

ITEMS TO HELP YOU IN THE HUNT:

?-BOX:



?-Box: Shoot these flying boxes for the item inside! When the item is flying around, shoot the item to be able to use it!



STAR: Shoot this item to make Yoshi temporarily invincible!



CLOCK: Shoot this item to give you more time!



SAFARI MAP:

You must complete the first six levels in order to get to the second six! However in each area you can decide which land to go to!



HOW TO DO SPECTACULAR JUMPS:

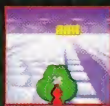
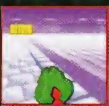


Jumps: When you are at the middle of the arrow, press the front handle button B to jump!



DON'T SHOOT YOUR BUDDY YOSHI:

Your shots can accidentally hit Yoshi in the back of the head! This decreases your life meter!



WORLD 1: AREAS 1-7

Moving from area to area, the early stages are relatively easy, with primarily shooting skills required! However, the later ones rely more and more on driving skills! Careful at corners- Yoshi can slide off the track!



WORLD 2: AREAS 8-12

Things get much faster here! Recognize these foes? This game is riddled with trademark Mario characters! Also keep an eye out for swinging doors- shoot them at the end to make them swing open to a track!





Defeat all the enemy ninjas and continue left until you reach the phone booths. Ask Adam for clues here.



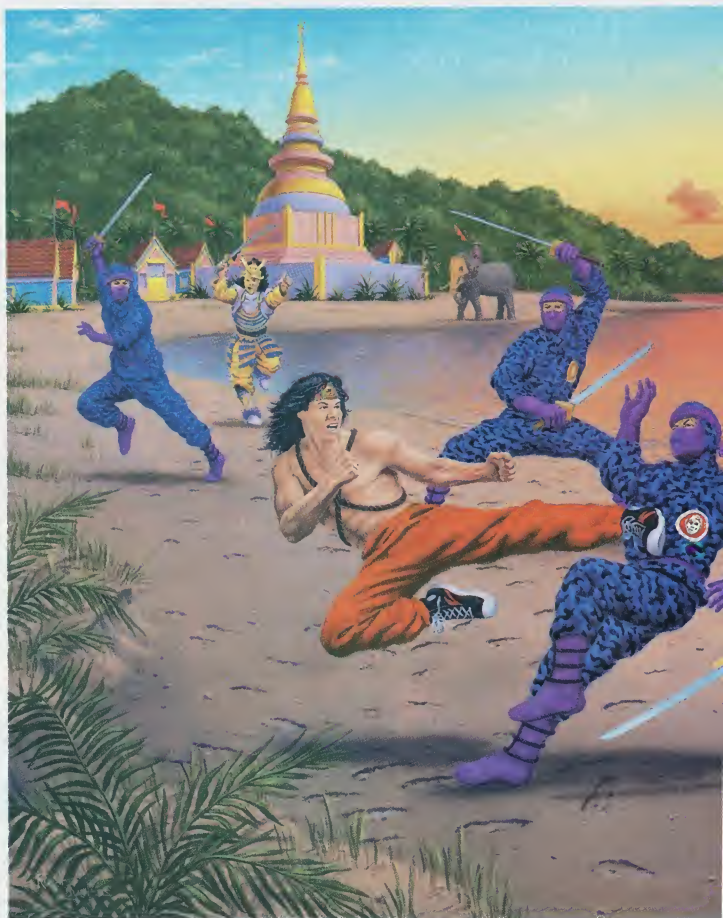
Stand on top of the plaque after you've defeated all the ninjas, and ask Adam for a hint. He may give you clues leading to the family treasures.



To beat the enemy ninjas here, move to the right and jump off the ledge to the next full statue. Ask Adam for a hint.



SURF NINJAS™



WELCO
METOT
HENEX
TLEVEL

Your only defense against Colonel Chi's gun is the Weapon of Kwantsu.



Find this secret level and look for power-ups, special weapons, an extra life, and gold coins. You also might find a shortcut to finishing the level.



Based on the movie of the same name, Surf Ninjas is perhaps the most intense, action-packed martial arts game ever. See into the future. Fight ninja death squads. Liberate your South Pacific homeland from the evil Colonel Chi. Gnarly.



 **NEW LINE CINEMA**

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GENESIS

MORTAL KOMBAT

GORE GALORE!!!

Sega has managed to cater to all audiences through the use of a secret code. This code allows players to enter into the arcade or bloody mode. In the normal, non-gore mode, there is no blood flying with any hits including the special moves. Also, in the toned-down mode, the fatalities have been changed slightly in

some cases and changed drastically in others. As an arcade smash hit, this is destined to be equally popular as a cart. All the other aspects like the bonus rounds and number of

wins counter have been faithfully reproduced. They even managed to recapture the digitized sounds for an awesome overall effect.

Save your money for Mortal Monday 'cause this one is going to go fast!

FACT FILE

ARENA	MACHINE	DIFFICULTY	AVAILABLE
GENESIS	MODERATE	SEPTEMBER	
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
N/A MEG	VARIABLE	FIGHTING	100%



Choose any of the seven characters and even play as the same one throughout.



In endurance rounds, the first foe flames out and then you must fight another.



Play a friend or the computer. It will keep track of winning streaks.

TEST YOUR MIGHT WITH FIVE BONUS ROUNDS

WOOD



STONE



STEEL



RUBY



DIAMOND



THE ELUSIVE REPTILE



Use clues to find this extra character, who has the powers of Scorpion and Sub Zero.



YOU'RE IN CONTROL OF THE GORE!

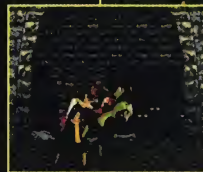
With the use of a special code, you can select between clean cut or blood and guts modes! The differences are shown to the right and also affect the finishing moves below (red indicate blood and white represent the cleaned up version demonstrated below). The spiked pit is taken out of the no-blood version.



NO BLOOD



**B
L
O
O
D**



**B
L
O
O
D**

B=BACK, F=FORWARD, D=DOWN, U=UP, DB=DOWN BACK, DF=DOWN FORWARD, TO=TOWARD OPPONENT, LP=LOW PUNCH, HP=HIGH PUNCH, LK=LOW KICK, HK=HIGH KICK
RED ARROW=BLOOD MODE **WHITE ARROW=NON-BLOOD MODE**

VAN DAM SPEAR



B,B + LP
Launch a spear at your enemy and pull him in.

TELEPORT PUNCH



D,DB,B + HP
Disappear and teleport behind your foes with a punch.

ICE BLAST



D,DF,F + LP
Freeze players which leaves them open to any attack.

POWER SLIDE



LK+HK+B
Come in low with a fast slide to knock them down for good.

SCORPION



FATALITY: Block, U, U



SUB ZERO



FATALITY: E, D, F + HP



B=BACK, F=FORWARD, D=DOWN, U=UP, DB=DOWN BACK, DF=DOWN FORWARD, TO=TOWARD OPPONENT, LP=LOW PUNCH, HP=HIGH PUNCH, LK=LOW KICK, HK=HIGH KICK
RED ARROW=BLOOD MODE **WHITE ARROW=NON-BLOOD MODE**

RING TOSS



LP, B + LP
 A wide spread sonic wave.

SQUARE WAVE FLIGHT



F, B + HP
 Fly at enemies in the air.

SCISSOR GRAB



LK + LP + D
 Grab foes and slam them to the ground.

SONYA



FATALITY: F, E, B, B, BLOCK

FIRE BALL



F, F + HP
 Throw a quick ball of energy at your opponents.

FLYING KICK



F, F + HK
 Sail across the air at a blinding rate with a jump kick.

LIU KANG



FATALITY: 360 TO

ROLL SPIN



360 TO
 A fast cannonball hurled at foes.

KNIFE TOSS



HOLD BLOCK, B, F
 Throw a spinning knife toward foes.

FACE SMASH



CLOSE + HP
 Use your steel mask in a headbutt.

KANO



FATALITY: Block + B, B + LP

LIGHTNING THROW



D,DF,F + LP
Send a long blast of electricity.

TORPEDO



B,B,F
Fly at foes and push them back.

TELEPORT



D,D,U
Disappear and reappear behind.

FIREBALL



B,F + LP
Toss a fireball with a wind up.

SHADOW KICK



B,F + LK
Glide across the floor with a kick.

SPLITS PUNCH



D+HK
A tricky low blow when you need it.

RAYDEN



FATALITY: F, B, B, B + HP



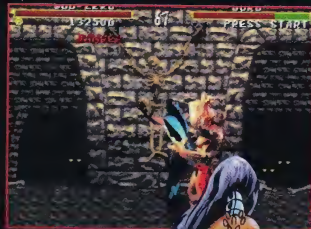
CAGE



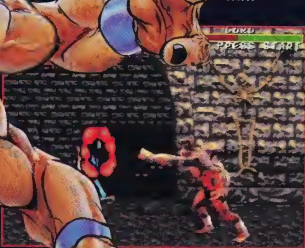
FATALITY: F, F, F + HP



CAN YOU DEFEAT THE 500-YEAR CHAMP AND SHUNG TSUNG?



The champion of the tournament for the last 500 years is the half-human dragon Goro. This 2000-year-old creature was brought here by Shang Tsung. He is as fast as he is strong! Each of his hits and throws takes off a huge amount of health. He has an extremely powerful fireball that does more damage than yours. Don't let up on him and you may win!



SHANG TSUNG TOURNAMENT MASTER

If you can make it past the monstrous Goro, you will have to fight the grand master. He is lightning fast, can throw multiple fireballs, and worse yet... he can assume any player's form and will do so at the worst time for you!





GENESIS

WALKING THE LONG BLOOD-STAINED PATH... AGAIN!

After putting down his sword and vowing never to fight again, Joe Musashi must now take up arms to defeat the Neo-Zeod crime organization. This time Musashi has several new attacks such as a running slash and a devastating knee drop to smash enemies! Fight through seven tough levels, each with a boss and mid-boss that must be defeated in order to complete the level.

SHINOBI

Return of the Ninja Master

FACT FILE	MANUFACTURER		DIFFICULTY	
	SEGA	GENESIS	MODERATE	SEPTEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	7	ACTION	95%

FIND THESE ICONS TO HELP YOU SURVIVE: BREAK CRATES!

CRATE:

Contains items.



SHURIKEN

Gives 10 knives.



JITSU:

Gives one magic.



HEART:

Refills life meter.



TIME BOMB:

Timed explosion.



RED SHURIKEN

Gives 20 knives.



SHINOBI:

Gives an extra life.



POW:

Gives powered attack.



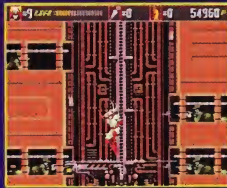
ROUND 1: ZEED'S RESURRECTION

Start in the woods and move into a cave! Jump and climb over pits in the cave. Look for hidden areas containing valuable items! The Boss is a samurai with four arms! Use dashing slashes on him, and be ready to jump his rush attack!



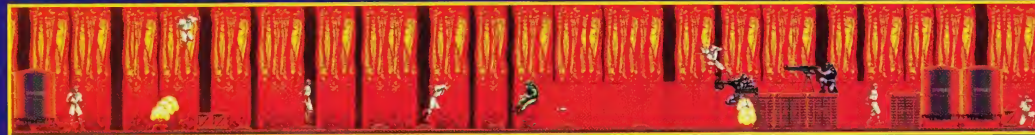
ROUND 2: SECRET ENTRY

Start riding a horse! Watch for the ! in the air - they signal you to jump (A then B). Next move horizontally, then vertically! Watch for snipers! The Boss is a floating eye that will launch fragmentation grenades and even reverse your controls!



ROUND 5: ELECTRIC DEMON

Dash through the fiery woods! Watch for land mines and the large fuel tanks - they explode when you stand on them! An armored Boss awaits at the end.



BASIC MOVES:

These are the movements Shinobi can do. The L1 refers to normal; the L2 refers to when Shinobi has a POW icon.



L1 BLOCK



L1 BLOCK



CLIMB



L2 BLOCK



L2 BLOCK



DASH



WALL JUMP



JUMP



DOUBLE JUMP

ATTACK MOVES:

Shinobi can do a variety of attacks: some familiar, some new. The P stands for an attack with the POW icon.



RUN SLASH



P RUN SLASH



SPIN



SLASH



P SLASH



LOW KICK



KNIFE



P KNIFE



DIVE KICK

MAGICAL ATTACKS:



FUSHIN:

Gives you the strength of several men to perform super jumps!

IKAZUCHI:

Lightning strikes from above and gives you a temporary shield.



KARIO:

Four fiery dragons rise from the ground and engulf the screen!

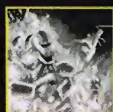
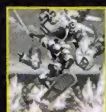
MIJIN:

Restore all health and lose a life! Also causes a small explosion.



STAGES & CINEMAS:

These are the seven stages in the game, from left to right, and are shown before each level. There is also a cool picture that follows each level as well.



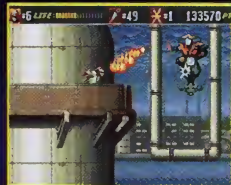
ROUND 3: BODY WEAPON

This genetic engineering factory is the stage for Round 3! Watch for flying and jumping brains! Run through the next part - a room with a sticky wall and floors! Watch for the Boss here - he tries to shoot you! In the last part, take him head on!



ROUND 3: DESTRUCTION

Yes, it's true, you do surf! You can also use the knee attack here! The second part takes place on a water platform, but the last part takes you back surfin' against two Bosses! When the first is destroyed, the second gathers his weapons!



BOSS 5: THE MONSTER

This giant mechanized dragon breathes fire, shoots energy blasts, and makes heavy objects drop from above! Hit it in the head to destroy it, but is it dead?



This time the ! signifies an oncoming ramp - use it to get valuable items flying up above!





GENESIS

FACT
FILE

MANUFACTURER

U.S. GOLD

MACHINE

GENESIS

DIFFICULTY

MODERATE

AVAILABLE

SEPTEMBER

CART SIZE

8 MEG

NUMBER OF LEVELS

5

THEME

ACTION

% COMPLETE

100%

JOURNEY FROM DARKNESS

STRIDER RETURNS

"Live For Me... Don't Die Strider!"

He's back, and ready for more! Strider Returns, and this time he is saving his love Lexia from the clutches of the Evil Master! This time, however, Strider has some new attacks - including a Sweep Sword and throw-

ing stars! The Evil Master is also ready with some new surprises - like huge bosses and other nasty elements! Strider must battle through five huge levels to save Lexia! Can Strider weather the oncoming storm of enemies? Will Lexia remain imprisoned by the Evil Master? See if Strider can make a triumphant return!

ITEMS IN THE LEVELS:

Break open the white pods for power-ups and other items hidden inside!



Energy gives strength; EXTRA gives a 1-Up!



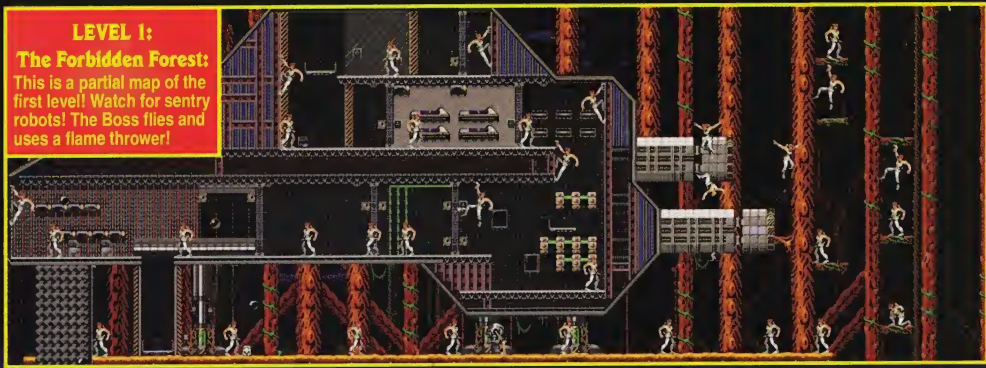
Power-up fills life meter; ball is a temporary shield.



LEVEL 1:

The Forbidden Forest:

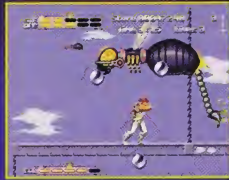
This is a partial map of the first level! Watch for sentry robots! The Boss flies and uses a flame thrower!



LEVEL 2:

CASTLE METROPOLIS

Climb up through the stone towers! Watch for electrical fields that will shock you. The Boss is a version of the Evil Master! You must destroy his orbs before attacking him!



LEVEL 3:

HIVE LEVEL

Look out for the giant wasp nests - get near them and the wasps will emerge - usually causing you much damage! The Boss is a giant wasp - hit it in the tail to kill it!



SUPER BASEBALL

**TAKE ME
OUT TO THE
'BORG GAME!**

GENESIS

Baseball heads into the future. The year 2020 to be exact. Now men, women and robots compete in an interesting twist to the old baseball theme.

The players can be outfitted with special armor that enhances their batting, pitching and fielding. Robots are the real stars of the show but break down very easily.

The basic premise is simple, but you'll find a few twists. It's much harder to hit a home run and the fields have interesting additions like crackers that explode on contact!

EXCITING LEAGUE



FIGHTING LEAGUE



• POWER-UP YOUR PLAYERS WITH MONEY •



Select the player you want to reinforce with armor.

The unique aspect of Super Baseball 2020 is that you can power-up players with money collected during the game. Beef up hitting, fielding, and pitching stats. Each increase costs more money.



Robots have their own general power-up price.

BEWARE OF CRACKERS

As if there weren't enough problems in the outfield, the umpire has added explosive crackers to the field. Don't touch 'em!



3 TYPES OF PLAYERS

The robots have the most strength but need to be repaired more often. The humans are the best overall in the sport and really improve when wearing armor.



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	MODERATE	SEPTEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	90%

• THE GAME •



• MONEY TALKS •

Every action during the game can either earn money for stronger power-ups or can deduct money from the account balance. Here is a short list of some of the values:

Swing a strike:	-\$10.00
Get tagged out:	-\$50.00
Get caught out:	-\$50.00
Pitch a strike:	+\$100.00
Hit a single:	+\$300.00
Hit a double:	+\$500.00
Hit a triple:	+\$800.00
Hit batter with a pitch:	-\$1000.00
Run home:	+\$3000.00

SEGA CD

**Yup!
You
guessed it!**

More pages on the CD sequel of the century! More info, more scoop, and even better pictures than before! Much more work has been done on this

SONIC CD



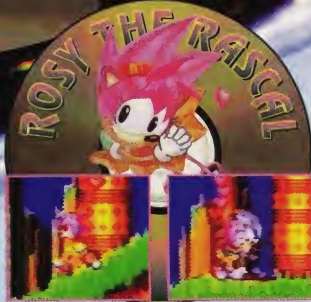
hot title. First off, Rosy is a sidekick in this game, but is kidnapped in the second level. Not only that, but the bonus stages that are here are filled with cool scaling effects that will make your eyes water! You guessed it, we'll have more in-depth coverage on this title as more news pumps in!



The two evils of the game, Dr. Robotnik and his new model Mecha Sonic!



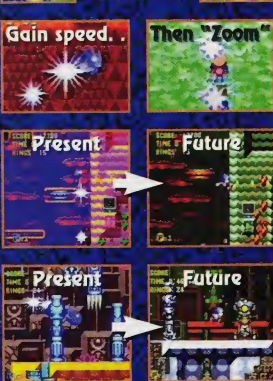
The blue wonder is back for more! Can you help him defeat Robotnik?



The latest sidekick is here! She only lasts until the second zone, though.

TIME TRAVELING?!

The Past and Future markers let you know where you'll time travel. The Past and Future zones are variations of the present and offer even more!



Sorry buds, the zones of the past aren't available yet, but stay tuned to EGM!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	SEGA CD	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	70+	ACTION	55%

SO WHAT ELSE IS NEW WITH SONIC?



Check out Sonic's cool new moves! As shown above, there is a special move that shows Sonic's view of the loop while the background perspective twists.

New, Improved Animation!



Spin Dash

No-Not More!

A new form of the spin-dash and the kooky edge-falling animation is back!

Invincibility

Shield

Rings

Super Shoes

1-Up



Palmtree Panic ZONE



Here is a brief representation of what to expect from this zone!

About the Palm Tree Panic...

The first zone is filled to the brim with special secrets and surprises! If you look in the right places, there will be great results! Enemies are strategically placed, and they will come after Sonic anytime, any place. Keep an eye open for the menacing mosquitoes. Let's not forget the fact that time travel also exists, so now there are twice as many hidden items! So many places to see, so little time!

Tons Of Secret Areas!



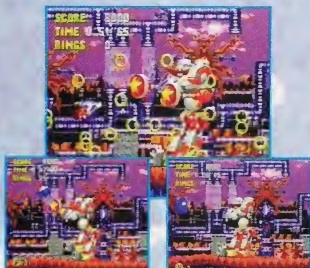
Breakable walls, hidden platforms, and many, MANY other secrets are here!

Time Traveling Secrets!



If you time travel in the right areas, you will find many other hidden goods!

Robotnik's First Form!



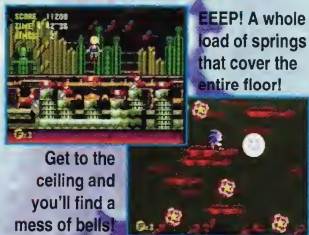
Robotnik first appears sporting a robotic pair of arms and legs!

Collision Chaos ZONE

All about the Collision Chaos Zone

The Collision Chaos Zone is basically the next generation in Spring Yard and Casino Night zones! Huge pinball machine layouts will really confuse you after awhile. There are loads of hidden surprises (good or bad - your choice) dotted all over the place. Just take a look at the map on the right. This one nearly drove me insane! This level is sure to challenge your patience!

Spring Galore!



Get to the ceiling and you'll find a mess of bells!

Enter Boss 2!



Watch out for Robotnik's new claw device that he is riding in!

More Surprises, Oh Boy!



What can you expect in a giant pinball machine? This one is really nuts!

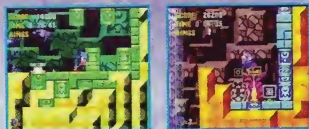
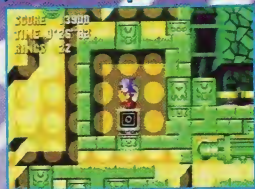
Tidal Tempest ZONE

TURBULENCE IN THE TIDAL TEMPEST!

Does the name Labyrinth or Aquatic Ruin pertain to these levels? As you can see, these are the new renditions of the classic water-filling ancient caverns! There are secret switches everywhere, and don't forget that you can time travel to the ruins of this place! Definitely one of the more mild zones.



Ancient Traps Included!



If you hit the right switches and go the right way, you'll be rewarded greatly!

Look within the Present...



Search high and low for great power-ups and rings. And if all else fails...

New Survival Tactics!



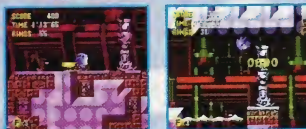
The dreaded undercurrents will always plague Sonic!



There are pieces of wood to stand on so you can float.



... or In the Future Rains!



... Warp to the future where the ruins hold wonderful treasures!

SUPER COOL SPECIAL STAGES ARE DONE WITH AWESOME SCALING!

How do You Get in, You Ask?



Hey! It's just like Sonic 1! Get 50 rings and leap into the big ring at the end!

Destroy All of the UFOs!



Destroy all the UFOs in the given time limit!

Enter Special Stage One!



Time your jumps so that you don't touch any water or lose time that way!



Watch for streams of water and an oil slick blocking your pathway!

Now Try the Second Stage!



Larger bodies of water and other new surprises are more prevalent than ever!



Steady control will let you get past these rebounding walls and bells!

MISCELLANEOUS NEWS AND TIDBITS ON THIS CD

Auto Saving Feature!



Time Attack Mode!



Not much is really new since the last article was printed, but much is being speculated! The Time Attack mode is still in, but we have also learned that you can use the backup RAM in the CD drive to automatically save what level you are on! And Mecha Sonic is said to be one tough droid!

HERO

ILLUSTRATED

**NO COUPONS!
NO WAITING!
NO CHARGE!**

AN INCREDIBLE IMAGE FOIL-COVER COMIC EXCLUSIVE TO HERO...

SHADOWHAWK

THE BOOK THAT TIES THE SHADOWHAWK UNIVERSE TOGETHER!

**ONLY
IN HERO**

**#
5**

PLUS:

A SCORCHING JIM LEE INTERVIEW!

**THE MASTER TALKS ABOUT THE FUTURE OF
WILDC.A.T.S., CHANGES AT IMAGE, AND HIS
PLACE IN COMIC BOOK HISTORY...**

PLUS:

A SUPER FOLD-OUT POSTER!

**HERO REVEALS THE REAL MAN-OF-STEEL IN
AN INCREDIBLE FULL-COLOR PIN-UP!**



**DAVE SIM IN THE HERO SPOTLIGHT, PLUS REGULAR FEATURES ON NEWS,
REVIEWS, MOVIES, ACTION FIGURES, COVER ART, TRADING CARDS, CONTESTS,
AND THE FULL-COLOR PRICE GUIDE EVERYONE IS TALKING ABOUT!**

DON'T SAY WE DIDN'T WARN YOU!



We Pay You We Sell Used			We Pay You We Sell Used			We Pay You We Sell Used			We Pay You We Sell Used			We Pay You We Sell Used			We Pay You We Sell Used			We Pay You We Sell Used								
Armen Bilk	\$22	\$40	Devilish	\$22	\$39	We Pay We Sell	\$22	\$39	Phlegmer	\$22	\$39	Swapping	\$22	\$39	Air Raiser	\$10	\$30	Firewz 2000	\$20	\$50	Paladin's Edge	\$28	\$54	Per Pay Per	\$28	\$54
Aero Assault	16	28	Deck Tack	10	22	Joe & Mac	26	48	Populous	3	19	Swamp Sound	14	48	First Samurai	28	48	Prime Rescued	28	48	Supr 8 Type	8	22			
Air Barrier	2	12	Dinoland	22	39	Joe Minna	2	6	Power Monger	24	36	Syd Yalbs	18	48	Aero Acrobat	28	48	Football Fury	26	49	Pebble Back	24	54	Supr Sin Disk	26	49
Air Diver	12	22	Dinosaur/Hire	26	44	Joe Minna	3	6	Powerball	10	28	Sylvia/Turf	26	48	Alens	26	48	Gadget TWS	28	54	PGA Tour Phil	24	48	Supr Smash Top	26	49
Air Diver	12	22	Dinosaur/Hire	26	44	Joe Minna	3	6	Powerball	10	28	Sylvia/Turf	26	48	Alens	26	48	Gadget TWS	28	54	PGA Tour Phil	24	48	Supr Smash Top	26	49
Alex Kidd	12	22	Dolphin	26	44	John Medina	8	26	Power Ball	10	28	Turf/Turf	26	48	Alens	26	48	Gadget TWS	28	54	PGA Tour Phil	24	48	Supr Smash Top	26	49
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90-Day Warranty!

Spr Vlybl	12	25	the manufacture
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11. *_____*



NEO GEO

KILL OR BE KILLED!

Fighting games are still popular in the arcades. SNK's latest blockbuster seems to be the best one of all. Featuring twelve warriors who have swords, sickles, and naginakitas, you fight with some of the most intense fury ever. Close in to parry your opponents blow, and possibly knock his weapon out of his hands. If you want blood, this game's got it. To defeat your foe once and for all, you can hack him in half, or rupture an artery, thus spraying blood everywhere. Two characters even have trained animals to attack with. Sometimes during a match, a man will run by and toss items into the midst of the battle. These may help or hinder.

In terms of graphics, this game blows away everything out there. It has scaling similar to Art of Fighting, but thankfully it's to a much lesser degree here. Samurai Showdown is simply a masterpiece.



HANZO
Fearless Ninja
Quick and powerful.



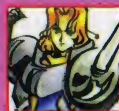
TAM TAM
Jungle Fighter
Long reach of attacks.



WAN FU
Killer King
Terrific offense powers.



JUBEI
Samurai Warrior
Quick, yet strong.



CHARLOTTE
Female Knight
Great defense!



KYOSHIRO
Kabuki Actor
All around average.



EARTHQUAKE
Fearsome Fat Man
Can't be thrown!



HAOHMARU
Young Ninja
Strong and steady.



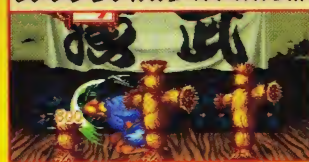
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SNK	NEO-GEO	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	118 MEG	13	ACTION	95%

SAMURAI SHOWDOWN



If the two fighters get close, they can parry each other's weapons, and knock them away. Now you can fight an unarmed foe!

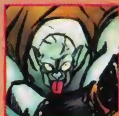
COOL BONUS ROUND!!!





NAKORURU

A young girl who likes to attack with her falcon and swords. She is fast, and has a lot of aerial attacks she uses to confuse her foes. Despite her size, Nakoruru is one of the deadlier fighters.



GENAN

Genan Shiranui is a fearsome looking freak who likes defeating his foes with his bladed hands and deadly twirling body moves.



UKYO

Ukyo Tachibana is a masterful Kensai who believes in perfecting his swordsmanship. He has a variety of strikes that do massive damage. An extremely deadly foe.

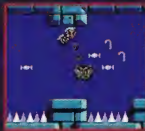


GALFORD

He has an attack dog which he uses in fights. He is fast and attacks with special moves like the Mirage and the Plasma Blade. Very agile and versatile in combat.



NINTENDO



YOU MUST EXPLORE!

Explore the house to find the family members. All sorts of traps reside here.

ICONS:



BEANIE



SHOES



1-UP

GRANNY'S KITCHEN



THE KITCHEN:

Grannie is hidden inside the kitchen somewhere. You must learn to turn switches on and off to survive.



ADDAMS FAMILY

PUGSLEY'S SCAVENGER HUNT



MASSIVE BOSSES!!!

Rescue family members and collect hearts by defeating an assortment of deadly boss characters. See if you can survive!



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
OCEAN	NES	MODERATE	SEPTEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	N/A	ACTION	80%

FAMILY TIES

The Addams Family has disappeared within the confines of their spooky house. Only Pugsley knows where he is. As Pugsley, you must save your family. The quest won't be easy, as a sordid bunch of creepies have invaded the family home. Big bosses and gnarly traps will also pose a threat to our young hero.

Pugsley starts out with two life meter hearts, but he can find more. If those run out, Pugsley croaks! Along the way, special items can be found, like a beanie cap that allows him to fly, and shoes that let him run. This game plays well for the NES, and like its 16-Bit brother, it's a player's game. Lots of technique and strategy make it a real chilling challenge for all players!

OUTSIDE OF THE MANSION



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EGG-LAYING

EXTERMINATE
DEADLY FACE-
HUGGERS!

RED-HOT
ALIEN ACTION!

CHEST-BURSTING

CHEST BURSTING
EXCITEMENT!

SCRAMBLE
ALIEN EGGS!

ACID-SPITTING

FLESH-RIPPING
EXOSKELETONS
OVERHEAD!

ACID-SPITTING
ALIEN INVASION!

GET ALIEN³ ON SNES!



DEADLY
ALIENS ARE
EVERYWHERE!



EXPLOSIVE
FIREPOWER!



FEEL THE
TERROR!



LICENSED BY
Nintendo



SUPER NINTENDO

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PLAYERS A AND WIRE APPROACH EXTREME CAUTION..

TWO WIRELESS CONTROLLERS AND INFRARED RECEIVER

- INDEPENDENT 2-SPEED TURBO FOR ALL BUTTONS.
- SLOW MOTION & AUTO-FIRE.
- AUTO BATTERY SHUT-OFF.
- ACCURATE UP TO 25 FEET.
- HEAD-TO-HEAD CAPABILITY.
- FOR SEGA GENESIS™ AND SUPER NES®.

REARMED LESS! WITH



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Acclaim
entertainment, inc.



GAMEBOY



AND HE SAID, "FINISH HIM"

Mortal Kombat is going to hit almost every system on the upcoming "Mortal Monday!" It will be available for the Super Nes, Genesis, and Game Gear systems! And the GameBoy system will not be left out, either! You can select one of six fighters to enter in a fight-to-the-finish one-on-one battle to gain the title of the Supreme Warrior! The GameBoy version retains most of the arcade version's qualities (except for the Reptile and

fighter Johnny Cage, but it keeps the fighters' special deadly moves - it even has Tsang Shung and the four-armed warrior Goro.

Shung is the last and most difficult fighter in the game as he can change into any other fighter at any time! The Fatalities are now called "Finishing Moves" and have been altered somewhat. However, Sonya and Scorpions have not been changed. Challenge the computer, or play against another fighter with the GameBoy Link-Up cable! See if you have what it takes to survive Mortal Kombat!

A KEY TO MOVES:

TOWARD = T; DOWN = DN; BACK = BK; DUCK = D; AWAY = AY; BLOCK = BL;
HIGH BLOCK = HB; LOW BLOCK = LB; UPPERCUT = U.

NO CAGE?
Where's Johnny Cage?! Cage unfortunately couldn't make it to the GameBoy version of MK!

KICK



A BUTTON

SWEEP



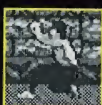
BACK + B

PUNCH



B BUTTON

LOW BLOCK



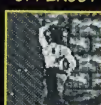
DN, A + B

BLOCK



A + B

UPPERCUT



DOWN + B

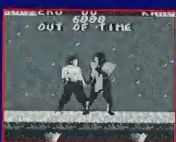
ROUNDHOUSE



TOWARD + A

BATTLE PLAN

To the left is a map of all the fights in the game! However, some matches can end with a draw or when the time ends. When the latter happens, the person with more life on his or her meter wins!

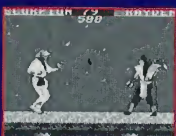


MIRROR MATCHES



Take on yourself in this match! See if you like your fatality on yourself!

ENDURANCE MATCHES: TWICE THE TEST!



After the first foe drops, take on the second one - here Kano follows Rayden!



GORO: FOUR LOVIN' ARMS!



This 2000-year-old half-dragon is the second to last fighter in the game! He uses his huge size to his advantage!

Goro's fireball causes serious damage if you don't block it when he throws one!



Goro also uses a back-hand smash that will knock you across the screen!

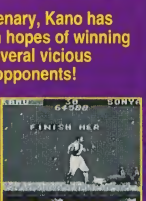


FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ACCLAIM	GAMEBOY	MODERATE	SEPTEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
N/A MEG	VARIABLE	FIGHTING	100%

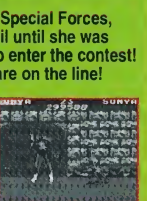


These are the people you can fight as! However, Johnny Cage is not in this version of Mortal Kombat!



KANO: A brutal mercenary, Kano has entered the contest in hopes of winning treasures. He uses several vicious attacks to defeat his opponents!

FINISHING MOVE: BIG KICK (D, T, A)



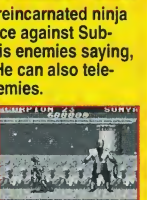
SONYA: A member of Special Forces, she was on Kano's trail until she was captured and forced to enter the contest! Her colleagues' lives are on the line!

FINISHING MOVE: DEATH KISS (AY, AY, T, BL)



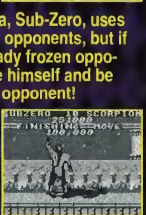
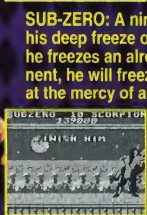
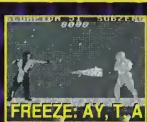
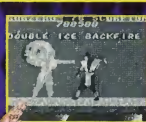
RAYDEN: A deity given human form for the tournament! Rayden uses the elements, like lightning, to his advantage for attacks! However, he must play by tournament rules!

FINISHING MOVE: SHOCKER (AY, T, D, HB)



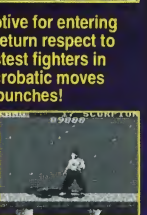
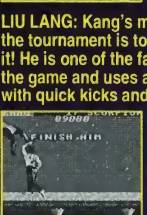
SCORPION: A reincarnated ninja with a vengeance against Sub-Zero, reels in his enemies saying, "Come here!" He can also teleport behind enemies.

FINISHING MOVE: BURNER (T, T, T, BL)



SUB-ZERO: A ninja, Sub-Zero, uses his deep freeze on opponents, but if he freezes an already frozen opponent, he will freeze himself and be at the mercy of an opponent!

FINISHING MOVE: SUPER PUNCH (T, D, T, B)



LIU KANG: Kang's motive for entering the tournament is to return respect to it! He is one of the fastest fighters in the game and uses acrobatic moves with quick kicks and punches!

FINISHING MOVE: FLIP/UPPERCUT (T, T, A, B)



CRIMEBOY

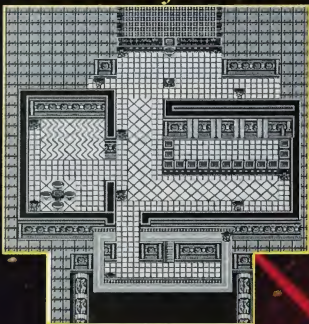
Learn
of your
origins in
Dharm City

Your journey begins in the city of Dharm, where you are being trained by the Elder to salvage what's left of your land after massive flooding! Only you can save your people!



All sorts of helpful places exist in Dharm, including inns and other dwellings!

Time-traveling warboats!



Talon Cockpit

"New what?"

Depart

Engine

Map

Weapon

Options

A new idea presents itself with the Talon, a time traveling high-tech battlecraft!

Enter the North Tower!



The North Tower holds the Float spell that will let you travel to different islands!

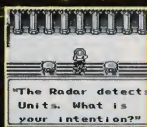
FINAL FANTASY LEGEND III

The
Legend that
Lasts for all
Time!

All of the Final Fantasy fans that appreciated Square Soft's fine line of RPGs will be anxiously awaiting this hot title! The story is, as always, novelistic and very involving. Enter three warriors who were sent back through time to prevent waters from flooding the entire lands. The world is, of course, large and vast. To also increase the playability by twofold, you can time travel to the past and even to the future by collecting the 13 units of the Talon and assembling them in the ship! An excellent finale to a fine line of RPGs!



Go and Meet Cronos!



Fly to the west island and get the unit of the Talon to time travel to the past!

Boss 1 - WaterHag



Should you try to get the unit to the Talon, a WaterHag is waiting for you!

Meet the first cast.



Arthur

Of course we need a hero for the job!



Curtis

He has an axe and knows it very well!



Gloria

She's a sorceress of amazing feats.



Sharon

She is in love with the hero, Arthur.



Myron

Born in the present, he's an axeman.



Elder

Wise man who raised the future kids.

Great Combat Scenes!



Fist against Gloria.



Battle against Diviner.

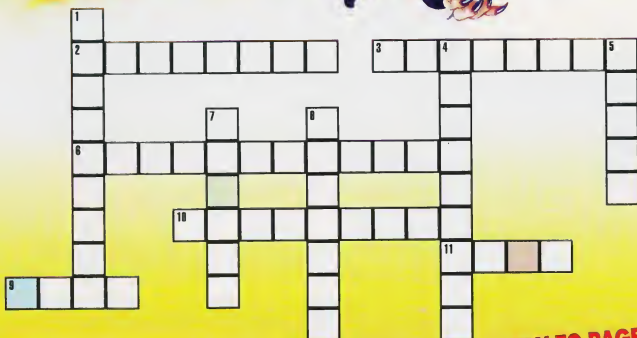
Combat is viewed in a somewhat similar fashion to Final Fantasy Mystic Quest.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SQUARE	GAMEBOY	MODERATE	SEPT
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	RPG	90%

ELECTRONIC GAMING MONTHLY & KONAMI® BLAST OFF WITH A ROCKET KNIGHT ADVENTURES™ CONTEST!



HANG WITH ROCKET KNIGHT ADVENTURES, THE LATEST VIDEO GAME FOR YOUR SEGA GENESIS, ONLY FROM KONAMI...



ACROSS

- Get ready to kick some _____ in Rocket Knight Adventures.
- Move, fly and ride in all directions as you explore the fantastic graphics and sounds in the world of _____.
- Most huge enemy pig creatures want cool sneakers or the _____.
- Sparkstar has quick wits and _____ speed.
- This game has rad 16-bit graphics techniques, like the mirrored _____.
- And he uses his _____ to get a grip on all kinds of hairy situations.

DOWN

- The star of Konami's Rocket Knight Adventures for Sega Genesis is _____.
- When confronted with danger most opossums play dead. This one goes _____.
- There are _____ epic stages in the amazing adventure.
- Awesome 16-bit video games like Rocket Knight Adventures come to you from _____.
- Sparkstar gets around by using a super-powered _____.

HOW TO ENTER:

Correctly complete the crossword puzzle and the entry form, then mail to:

ROCKET KNIGHT ADVENTURES CONTEST (EGM)
1920 Highland Avenue, Suite 222
Lombard, IL 60148

CONTEST PRIZES!

1 GRAND PRIZE:

- Rocket Knight Adventures Leather Bomber Jacket
- Rocket Knight Adventures Game
- Rocket Knight Adventures T-Shirt

5 FIRST PRIZES:

- Rocket Knight Adventures Game

10 SECOND PRIZES:

- Rocket Knight Adventures T-Shirt

10 THIRD PRIZES:

- EGM In Your Face T-Shirts

TURN TO PAGE 52 FOR CLUES!

ROCKET KNIGHT ADVENTURES CONTEST ENTRY FORM



Fill in boxes above from the crossword puzzle to be eligible to win fantastic prizes!

Name _____
Address _____
City, State _____
Zip Code _____
Phone (____) _____



SUPER TOUR

PLAY UNRELEASED GAMES!

SPECIAL CONTESTS!

MEET ARTISTS!

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GAME GEAR

IT WILL BE A LONG & HARD-FOUGHT BATTLE!

The Shaolin Tournament for martial arts consists of some of the toughest and bravest fighters from all over the world. In order to become the grand champion, you must fight in an elimination match against the other warriors, then defeat a twin fighter in the Mirror Match. Three Endurance Matches will then follow where you must fight two opponents in sequence and defeat them in two rounds. If you manage to sustain these battles, you'll have to muster up all your skill to defeat the powerful Goro and Shang Tsung!

MIRROR MATCH



ENDURO MATCH



GORO



PLAYER SELECTION

The player selection screen boasts some of the best graphics ever seen on the Game Gear. Choose your favorite character and battle it out!



ENTER THE KOMBAT ZONE!

When news came out that Mortal Kombat would be made for the Game Gear, many thought that it would not be a good translation, but when we got

our copy of MK in the office, we were very surprised to find it one of the best versions.

All the characters except Kano have made the move to the Sega portable. Each of the fighters has his own fatality move with a few modifications for some characters.

The game play is good when compared to the arcade with exception to the pad and button combinations.

The graphics are, by far, the best of any game previously available for the GG, showing huge characters and incredible detail.

Get ready for the baddest portable fighting game this September!



**FACT
FILE**

MANUFACTURER

MACHINE

DIFFICULTY

AVAILABLE

ARENA

GAME GEAR

MODERATE

SEPTEMBER

CART SIZE

NUMBER OF LEVELS

THEME

% COMPLETE

4 MEG

VARIABLE

FIGHTING

100%



LIU KANG

AGE: 24
HEIGHT: 5'10"
WEIGHT: 185 pounds
LEGAL
STATUS: Citizen of the People's Republic of China.
OCCUPATION: Shaolin Monk, Fisherman.



FIREBALL



FLYING KICK



SCISSOR KICK AND UPPERCUT



JOHNNY CAGE

AGE: 29
HEIGHT: 6'1"
WEIGHT: 200 pounds
LEGAL
STATUS: Citizen of the United States of America.
OCCUPATION: Actor.



GREEN FLAME



SPLIT PUNCH



CHEST CAVE-IN THRUST KICK



SONYA

AGE: 26
HEIGHT: 5'10"
WEIGHT: 140 pounds
LEGAL
STATUS: Citizen of the United States of America.
OCCUPATION: Lt. in the U.S. Army, member of a special para-military police force.



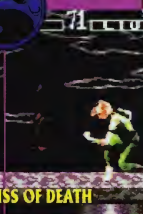
RING TOSS



SCISSOR GRAB



BURNING KISS OF DEATH



RAYDEN

AGE: Eternal
HEIGHT: 7'
WEIGHT: 350 pounds
LEGAL
STATUS: Deity - Does not apply.
OCCUPATION: God of Thunder.



LIGHTNING THROW



TELEPORT



LIGHTNING STRIKE OVERLOAD



SUB-ZERO

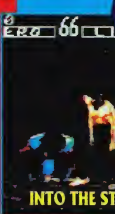
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210 pounds
LEGAL
STATUS: None, however he resides somewhere in China.
OCCUPATION: Life-long member of the Lin Kuei, a clan of Chinese Ninja-type assassins.



FREEZE



SLIDE



INTO THE STRATOSPHERE UPPERCUT



SCORPION

AGE: 32
HEIGHT: 6'2"
WEIGHT: 210 pounds
LEGAL
STATUS: A reincarnated spectre.
OCCUPATION: In former life - unknown. As Scorpion - a lost soul hell-bent on revenge.



VAN DAM SPEAR



TELEPORT



BAD BREATH FIRE DEATH



EGM LIFESTYLES

THE WHAT'S HOT SOURCE FOR EGM READERS ONLY

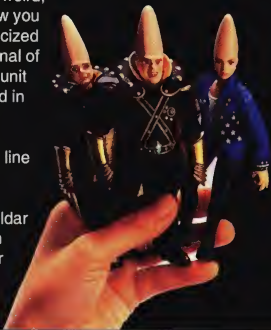
Three of a Kind

We'll be the first to admit that the whole Conehead phenomenon is a little weird, but we just had to show you these articulated plasticized figurines representational of the Conehead familial unit which may be exhibited in wall-mounted viewing units - or played with.

In English, it's a new line of action figures from Playmates Toys.

Pictured here are Beldar in Flightsuit, Prymatt in Flightsuit and daughter Connie. Also featured in the line are Beldar

and Prymatt in Suburban Uniform and Agent Seedling.



EGM/HERO Super Tour

If you run into a big crowd at your local mall in the next few months, chances are you're at a stop on the EGM/Hero Super Tour.

As the summer heats up, so does the EGM/Hero Super Tour, co-sponsored by Electronics Boutique, Babbage's and Marvel Comics. Coming to a mall near you in August, September, and October, the tour features good, clean fun for the whole family.

Activities include continuous free video game play throughout the weekend, free sampling of the latest in

comics and video games, and even well known comic book artists to meet and greet fans.

If that doesn't grab you, how about free prize giveaways of games and comics every hour?

The Super Tour will visit a different city each weekend, including scheduled visits to Miami, San Antonio, San Diego, Los Angeles, San Francisco, Chicago, Minneapolis, Danbury-CT, Paramus-NJ, Atlanta, New York and Philadelphia. Look for ads elsewhere in EGM and Hero for specific dates and mall locations.

Sonic Gets His Own Animated Series

Hedgehog makes the jump from video games to cartoons

For those of you who can't get enough of Sonic the Hedgehog zooming across your TV screen in one of his video games from Sega, the little blue blur is now getting his own animated series courtesy of Bohbot Entertainment.

Scheduled to hit the airwaves in September, 65 original episodes have been produced. The show will air somewhere between three and six pm during the week, depending on the time zone you live in.

For the most part, the series will follow the story line created for the game.

Set on the planet Mobius, Sonic is an irreverent teenage hedgehog who repeatedly foils the dastardly plots of the evil Dr. Robotnik.

In the series, Robotnik has

taken over Mobius and is trying to turn it into a gigantic industrial park. Even worse, he's begun a campaign to transform this once peaceful world's inhabitants into heartless bionic robots who will labor endlessly in the smoke-bellowing factories building machines of destruction.

Sonic is the leader of a spunky band of humans and animals known as the Freedom Fighters. They live in the forest and are the bane of Robotnik's evil existence.

Sonic gets out of jams as fast as he gets into them, wind-milling his red-sneakered feet into a blur and rocketing off, leaving a trail of smoking skid marks that burst into flames in his wake as he yells out his signature Sonic farewell:

..."Hasta la vista, Meestah."



Jurassic Park Pinball

Riding a level of success similar to its cinematic counterpart, Jurassic Park - the pinball machine has been gobbling up quarters quicker than a T-Rex can polish off a goat.

In arcades around the country, the game is attracting crowds normally reserved only for the video fighting games. "The players get to interact with all the major actors in the film and it also has a ball-eating T-Rex," said Joe Kaminkow, Vice President of Data East Pinball in Melrose Park, IL.

Like the uncanny special effects of the movie, Data East has pulled out all the stops to make this pinball game an experience to remember.

The game has six-ball play, Chaos - a John Williams musical score, and audio clips from the actors including from Muldoon, "They should all be destroyed."

The game also includes Nedry being attacked by a spitter, the familiar gates of Jurassic Park, and even a pre-historic mosquito in amber. The players even may get a chance to hatch baby dinosaurs.

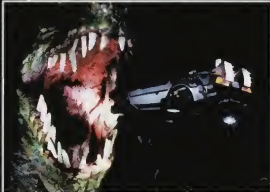
Watch out for the T-Rex, you'll know he's approaching when you feel the cabinet rumbling. Or take your best shot at the deadly Velociraptors using the Tazer Stun Gun. The unique layout of this game allows players to explore 11 different mini-games.

Finally, you'll see actual scenes from the movie via the monochrome dot matrix display. Jurassic Park pinball captures the spirit of the movie so well that the commissary at Universal Studios has a Jurassic Park pinball. And the film's director and self-proclaimed dinosaur buff Steven Spielberg has his own, as does Jurassic Park's dinosaur special effects wizard Stan Winston.



New Ride Provides Glimpse of the Future

If the success of the blockbuster Jurassic Park wasn't enough, Universal Studios has another big winner this summer in its newly opened Back to the Future ride at Universal Studios Hollywood.



Back to the Future - The Ride debuted at the amusement park on June 12 and represents the culmination of years of research and development - endless lines outside the ride since its opening indicate the investment was worth it.

The ride is a result of state-of-the-art technology never

before achieved in any media or studio attraction. The ride brings together the most dynamic kinetic motion base with sophisticated hydraulics, multi-channel sound, live effects and Omnimax film to create a total sensory impact experience. Whatever guests see on the screen, they also feel.

Twenty-four specially designed flight simulators, in the shape of the now famous DeLoreans, create the illusion of blasting through time at lightning speed. The ride system is so cutting edge that it was subjected to the same testing procedures as the Space Shuttle and U.S. Armed Forces fighter planes and missiles.

During Back To The Future...The Ride, the saga continues with the eccentric Doc Brown, master of time travel, at home conducting

experiments in his new laboratory, "The Institute of Future Technology" which features some of the authentic props from Back To The Future motion picture trilogy, including the flux capacitor, the

invention which makes time travel possible. In his new lab, Doc has created a convertible, eight-passenger time vehicle that's faster and more energy efficient than his earlier time machine.



Back to the Future...The Ride has set a new standard for amusement park rides. In four and one-half minutes guests will travel back in time 4,000 years, 25 years into the future, and back to the present.

An Exciting Summer for Comics

Liefeld leaving but Spike Lee, new Batman on the way

Summer is traditionally the most active time of year for the comics industry. With the major comic conventions in full swing coupled with the proliferation of new products, this may be the busiest summer for the industry.

Reflecting recent trends in the industry where the artists have more control over their destiny, Malibu comics continues to sign top-flight talent such as Barry Windsor Smith, who will be working with Chris Ulm on Rune - a new character for the Malibu

Ultraverse.

"Rune has a nasty temperament," Ulm said of the jointly developed character. "He has more in common with Dr. Doom than Captain America."

Keep an eye out for Malibu's Ultraverse, it hits the stores this month.

Over at Image, the company responsible for turning the industry upside down just two years ago, the growing pains continue.

Artist Rob Liefeld announced he will be taking



Rob Liefeld (pictured at right) will leave autograph signings and such to his Image colleagues such as Jim Lee (pictured at left).

a break from the mayhem and will vanish out of the public eye for at least a year. Liefeld is responsible for such popular titles as Youngblood, Brigade, Bloodstrike and Supreme.

"I need to take my work to the next level," Liefeld explained. Meanwhile, the studio he set up, named Extreme, will continue to publish books on a regular basis.

At Marvel, everyone is waiting for the debut of the X-Men 2099 title. Their present-day band of mutants is perhaps the most popular superhero group in all of comics. Their other futuristic titles such as Spider-Man 2099 have done well, but the

new mutant title may once again launch Marvel into the stratospheric sales.

The word at Dark Horse is Spike, as in Spike Lee. The company announced plans to publish a new

series of books featuring black artists and writers.

The first title, *Floaters*, was penned by Spike's brother Cinque Lee and Sean Fagan with artist Lance Took. *Floaters* is a sci-fi tale about a bio-engineered drug that makes people float.

Expect to see a few more equally gritty titles from Spike in the coming months.

DC, the home of two icons in American folklore, Batman and Superman, are about to give one of these legends some more trouble.

Since the S-Man is still "dead," that means Batman is in for a rough ride in the next few months.

According to DC, Batman will find himself in a fight-to-the-death donnybrook with either Bane or Azreal. Look for one of these bad boys to take out the Caped Crusader - temporarily - and the other to take his place.

This new cyber-punk Batman will be a lot tougher on criminals than his predecessor. "He does not have the same motivation or methods to combat criminals as Batman," said DC spokeswoman Patty Jeres.

This month in **HERO** ILLUSTRATED

The response to Hero so far has been overwhelming, and with another issue jam-packed with the latest industry news, reviews, and gossip, Hero #3 should be the best issue yet.

Among the highlights for #3 are the triple gate-fold cover by Marc Silvestri and Brandon Peterson that you see pictured here.

There's also a poster featuring original David Lapham art from Jim Shooter's new company, Defiant.

Hero also takes you to Spike Lee's Forty Acres And A Mule Film Works in Brooklyn to get the inside story on his upcoming line of comics from Dark Horse.

If that isn't enough, Hero #3 is bound to send tremors through the industry as we pick our top 100 most influential people in comics.

Hey, you don't get to be the biggest and best guide to comics by being soft. Find out what the commotion over Hero is all about!



MOVIES

Jurassic Park Paces Successful Summer

Following the trail blazed by the T-Rex and the rest of the JP gang, Hollywood is enjoying the biggest box office bonanza in history this summer. From amber encased insects, to mountain men in T-shirts, to syndicate-serving lawyers; 1993 is shaping up to be not only the year of the dino, but also the year of dino-might grosses.

Box office records continue to fall as Jurassic Park

days beating Batman by one day).

stomps into the second half of summer. The Steven Spielberg blockbuster passed the \$263 million mark at the end of July. In doing so, it supplanted Return of the Jedi as the fourth highest grossing film of all time.



To date, the only movies to bring in more money than Jurassic Park are Home Alone, which grossed \$285 million, Star Wars, which grossed \$322 million and E.T., the highest grossing film of all time with an astonishing \$399.8 million.

The question is not whether Jurassic Park, with box office receipts still relatively strong, will challenge E.T. for the top slot, but rather, when it will.

The movie has already set a number of records on its way to becoming the first movie to ever break the \$400 million mark.

Among the records: Jurassic Park already holds are: the all time record for opening weekend box office receipts at \$50.2; the quickest movie of all time to reach the \$100 million plateau (9

Even more astonishing is that in its second weekend of release, Jurassic Park's three day number of \$38.5 million was the fourth highest gross in history. Only the opening weekends of Batman and Batman Returns have recorded higher numbers.

During that second weekend, JP chewed up and spit out its competition by more

than doubling the number two finisher The Last Action Hero. Incidentally Arnold Schwarzenegger's starrer was projected to be JP's biggest rival of 1993. Instead, Last Action Hero turned out to be nothing more than a sheep in wolf's clothing as JP's dinos hogged the limelight.

As the Last Action Hero struggles to hit the \$50 million plateau, the only motion

picture that appears capable of giving JP a run this summer is The Firm, starring Tom Cruise.

The movie doesn't sport the bronto-sized numbers of Jurassic, but it was the film that finally unseated JP from the number one spot. In only 12 days, The Firm became the third highest grosser of the summer with a \$73.7 million take.

All this adds up to heel clicking accountants in Hollywood. During the weekend of July 9-11, the top 50 films grossed a record setting \$112.5 million, capping



the previous high of June 23-25, 1989 by more than \$14 million.

A sidebar to these totals is that none of the big winners were sequels, which are acknowledged as the formula for success.

So, will the dinos hit the mainland in Jurassic Park 2?



The T-Rex and his prehistoric partners are eating up the competition in a summer when really all of Hollywood is the biggest winner.

[illegible]

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Time Slip is an action-packed game that plays very similar to Contra. You are armed with a rapid-fire machine gun that can be powered up four times. You can also find smart bombs to wipe out your foes.

This game is extremely challenging, and only the best players can make it to the end. The graphics are pretty good, and it plays well. Time Slip is an interesting twist on the usual time travel theme, and the result is rather cool.



Descend deep into the medieval castle to eradicate the enemy forces.



Hey look... a dragon! This guy'll smoke you if you're too slow.

JALECO

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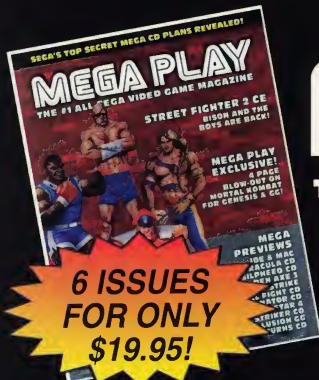
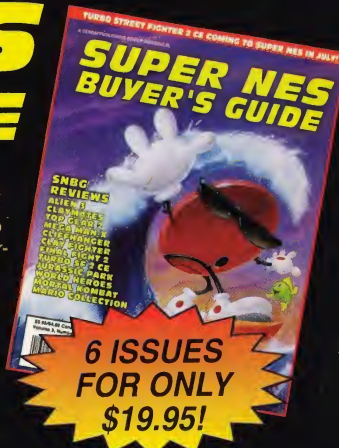
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Screen shots shown are from the Super NES version of the game.

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